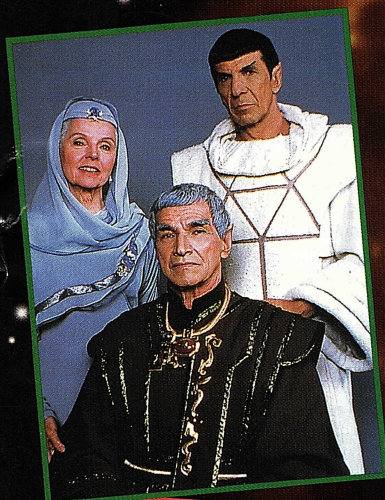


THE OFFICIAL STAR TREK® FACT FILES 158



Damar Changes Sides
STARFLEET's unlikely new ally

Spock and his Family
Relationship problems

Ro's Bajoran Heritage
A life shaped by hardships

The Bajoran Prophets
Aliens worshiped as gods

U.S.S. DEFIANT NX-74205
Weapons and defensive systems

Captain Sisko's Quarters
A home on DEEP SPACE NINE



SPACE STATION TEROK NOR
Harsh conditions under Cardassian rule

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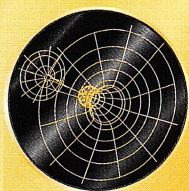
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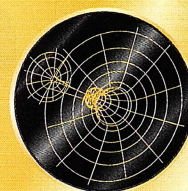


SPACE
PHENOMENA

The Guide to the STAR TREK Galaxy

FILE 5 CARD 20

SUPERNOVAS



SPACE
PHENOMENA

Stars synthesize the basic elements vital for life in the universe, such as hydrogen, helium, oxygen, carbon, and silicon. These are sometimes violently deposited back into space through a supernova explosion.

Supernovas are the final stage in the life cycle of a star. Stars form from a cloud of hydrogen and helium that pulls together under the force of its own gravity. The cloud collapses into a ball of dense gas, reaching a temperature of 10 million degrees Kelvin at the center, and its hydrogen becomes helium – a process called nuclear fusion.

When a star runs out of hydrogen, its center shrinks and the temperature rises. Upon reaching 350 million Kelvin, its helium fuses to produce carbon and oxygen. Once the helium is spent, the star throws off its outer layers into space and its inner parts collapse to become a white dwarf.

A high mass star continues to fuse its carbon and

oxygen into silicon and other elements, developing an onion-like structure at its center where different types of fusion take place. At the outer edge of the core, hydrogen from the surrounding stellar envelope becomes helium. In a layer beneath, the helium turns into carbon and oxygen – a process that continues through other layers, creating an iron core.

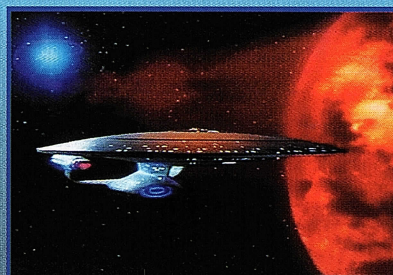
Final collapse

The core collapses under its own weight, and shrinks into a ball of neutrons about 15 kilometres in size. This begins the supernova.

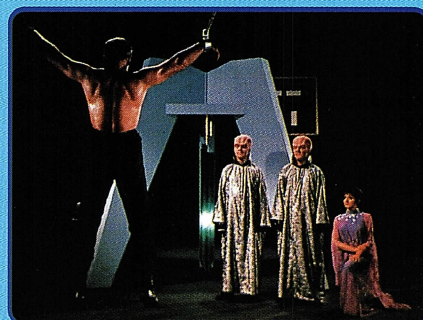
As the core collapses, the star falls in upon itself, striking the core and creating a shockwave. The shockwave moves outward through the star and causes

atoms to fuse and break apart, creating chemical elements heavier than iron, and huge amounts of energy. The shockwave throws this material out into space. In the months after the initial explosion of the supernova, radioactive elements – synthesized as the shockwave forces atoms together – decay, providing more energy. The gases that were once the star create a glowing nebula known as a supernova remnant.

In 2366, the U.S.S. ENTERPRISE NCC-1701-D encounters a star in the late stages of its evolution. The body of this neutron star is crushed by gravitational pressure.



In 2268, a supernova threatens the planets in the Minaran star system. A race known as the Vians torture Captain Kirk as part of an experiment to determine if an empathic race should be spared the disaster.



In 2269, Captain Kirk learns that the population of Sarpeidon have escaped the impending Beta Niobe supernova. They have been sent back into the past history of their world via the atavachron, a time portal.



In 2373, a civil war in the Q Continuum causes stars to supernova in the rest of the Galaxy.

SOLAR FLARES

Devastating effects

In a Galaxy such as our own, there is likely to be just one supernova explosion every century. This makes it absolutely essential that any star displaying supernova-like tendencies is observed and investigated by passing Starfleet vessels, so that any future danger is fully anticipated.

In 2369, the U.S.S. Enterprise NCC-1701-D is sent to the Bersallis star system to help evacuate Federation citizens from an outpost on the third planet. The surface of Bersallis III is being bombarded by violent firestorms, which occur in a seven-year-cycle caused by solar flares reacting with the plasma in the planetary atmosphere. In 2364, a solar flare also has a devastating effect on Bynaus, home to a humanoid civilization. The solar flare damages the Bynars' computer network, causing planetwide chaos.



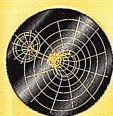
Bynars function as electronically-linked pairs. This computer-run social structure is threatened when a solar flare damages the planet's computer network.

Bersallis III's close proximity to the solar flares emitted by its star system's sun cause violent firestorms to erupt across the planet surface.



GALAXY FACTS

- Popular theory suggests that when the universe was created by the Big Bang, the only matter it contained was hydrogen and helium gases. All other vital elements were synthesized by stars.
- Nuclear fusion gives out the energy that illuminates stars.

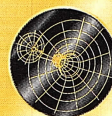


SPACE
PHENOMENA

The Guide to the STAR TREK Galaxy

FILE 5

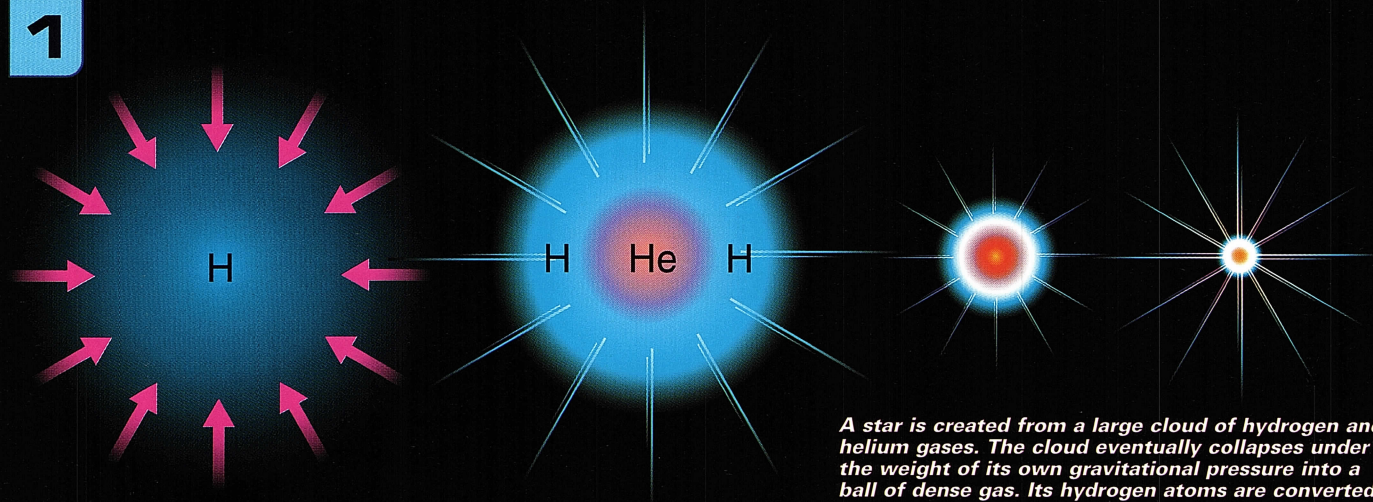
CARD 20



SPACE
PHENOMENA

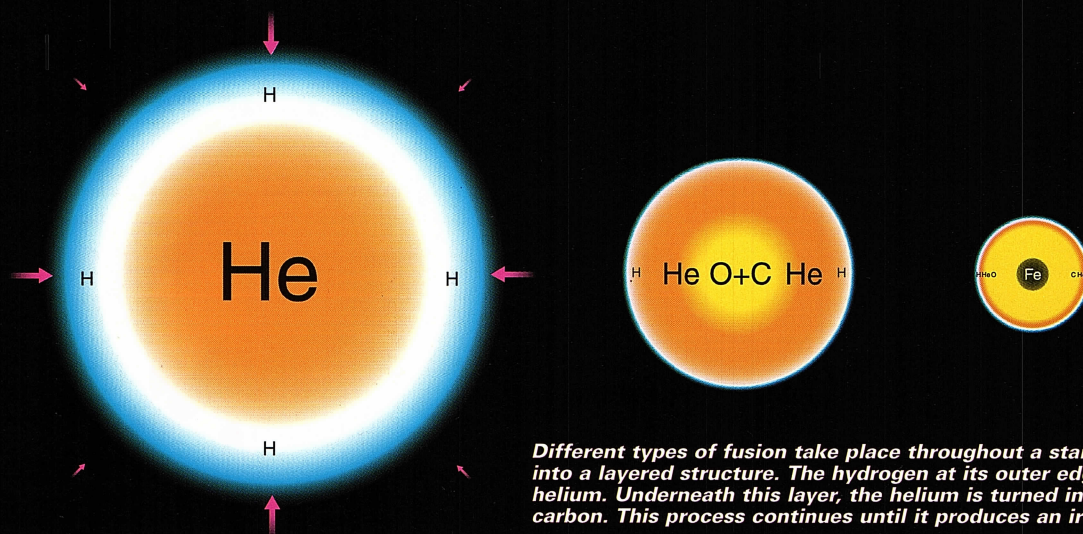
SUPERNOVAS

1



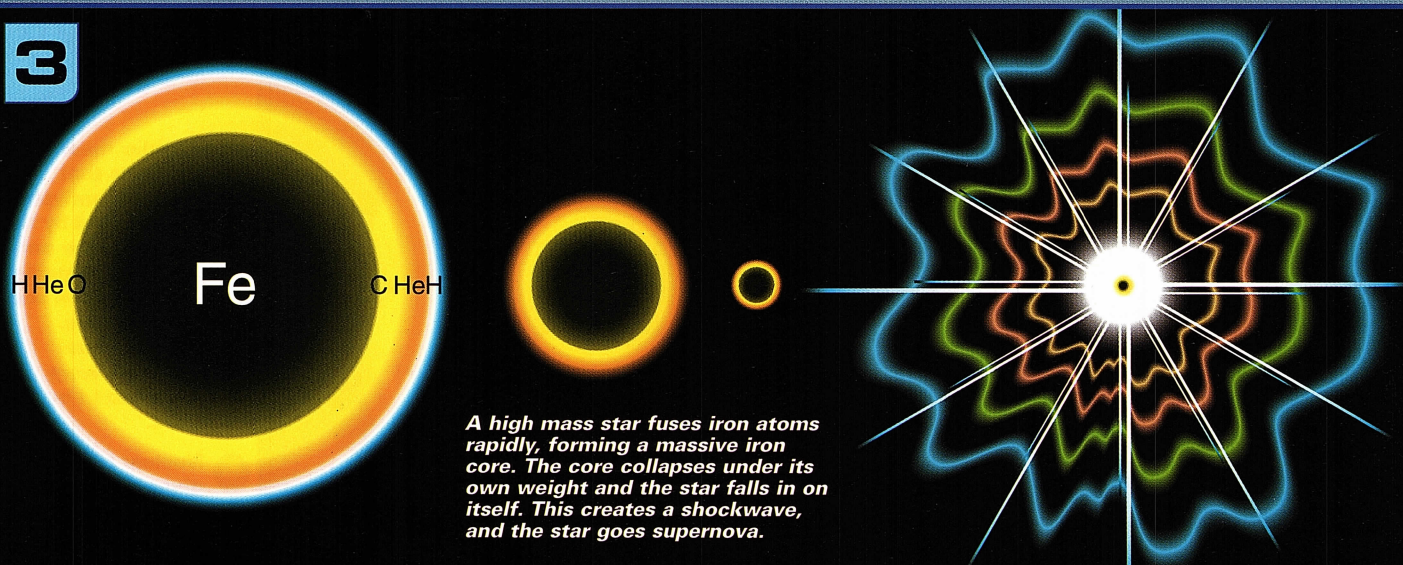
A star is created from a large cloud of hydrogen and helium gases. The cloud eventually collapses under the weight of its own gravitational pressure into a ball of dense gas. Its hydrogen atoms are converted to helium atoms via a process of nuclear fusion.

2



Different types of fusion take place throughout a star, as it develops into a layered structure. The hydrogen at its outer edges turns to helium. Underneath this layer, the helium is turned into oxygen and carbon. This process continues until it produces an iron core.

3



A high mass star fuses iron atoms rapidly, forming a massive iron core. The core collapses under its own weight and the star falls in on itself. This creates a shockwave, and the star goes supernova.



The Guide to the STAR TREK Galaxy

FILE 10 APPENDIX CARD 1

THE BAJORAN PROPHETS



The foundation of the Bajoran religion, like many theological doctrines around the Galaxy, is based on the concept of a supremely potent being or beings that wield the power of creation or destruction over the lives of their followers. The Bajorans refer to their gods as the Prophets.

The gods of the planet Bajor are known as the **Prophets** and, according to legend, they reside in the stars, in a place the Bajorans call the **Celestial Temple**.

Bajoran theology first took on its modern form 10000 years ago, when a strange object appeared in the planet's sky. The local people named this object – and the eight others that arrived one by one each millennia thereafter – **Orbs** or **Tears of the Prophets**. They believed the orbs were sent by the Prophets to guide their lives and help

them live in enlightened harmony with the universe. Each orb possesses a different characteristic; some are apparently able to alter the flow of causality and time around them, while others manifest hallucinatory images and visions known as **Orb shadows**.

Guiding spirits

The Prophets themselves are considered to be spiritual beings, whose purpose is to dispense wisdom and tutelage to all Bajorans. With their guidance, and the interpretation of the orbs by religious figures,

the Bajorans grew strong in their beliefs – indeed, many outside observers believe that it was this strength of faith that enabled the Bajorans to survive the terrible hardships they suffered during the **Cardassian** occupation, and the turmoil of the **Dominion** invasion years later.

It is difficult for a non-Bajoran to define the nature of the Prophets; from a secular viewpoint, the life forms that the Bajorans regard as their deities are an undisclosed number of beings to whom the very nature of matter and space-



▲ First contact
In 2369, *Starfleet* makes **First Contact** with the wormhole aliens, whom the Bajorans believe are their Prophets.

time is malleable. The first direct **Federation** contact with these beings comes in 2369, when *Starfleet's* Commander Benjamin Sisko

OTHER CARDS IN THIS FILE...

- 1 THE BAJORANS
- 2 BAJORAN SOCIETY
- 3 THE BAJORAN RELIGION
- 4 BAJOR UNDER THE CARDASSIANS
- 5 BAJOR AND THE WORMHOLE

SEE OTHER FILES...

SPACE PHENOMENA.....File 5
STAR TREK:
DEEP SPACE NINE.....File 70

NON-LINEAR EXISTENCE

Alien perception

The wormhole aliens exist outside the normal laws of physics and the course of linear time, as understood by the majority of races. They reside in a dimensional state where every past, present, and future moment exists simultaneously. Commander Sisko's initial meeting with the beings, in 2369, is problematic until he uses the analogy of baseball, a Terran sporting game, to

explain to them the nature of linear time. The unique existence of the Prophets, as the Bajorans know them, affords them the ability to move as freely through time as humanoids move through air; the Orb of Time allows living beings to emulate their timeshifting. This powerful object has sent linear life forms into the past and returned them to the present on several occasions.




▲ Benjamin Sisko's first encounter with the wormhole aliens, in 2369, brings to light a number of facts about these beings. The Starfleet officer uses baseball to demonstrate the nature of linear existence to the aliens.




▲ In 2373, Arne Darwin uses the Orb of Time to send the U.S.S. DEFIANT NX-74205 back to the year 2267. In this period, the temporarily displaced crew interact with the U.S.S. ENTERPRISE NCC-1701 crew.

Habitat	The Bajoran wormhole
Class	Stable
Quadrant	N/A
Race	The wormhole aliens
Also known as	The Prophets
Characteristics	These noncorporeal life forms are of a totally different order to most races in the Alpha and Gamma quadrants. They are non-linear in nature, existing outside the boundaries of time.
Description	The wormhole aliens are the Prophets of ancient Bajor, but their purpose in interfering in the development of the civilization remains unknown.
Starship Log	STAR TREK: DEEP SPACE NINE 'Emissary'

GALAXY FACTS

 The Prophets' non-linear nature makes them vulnerable to intense bursts of chroniton and verteron radiation. They could even be destroyed by such energies.

 The Pah-wraiths are visible as indistinct streams of crimson energy, but it is not known if this is also the true form of the Prophets.



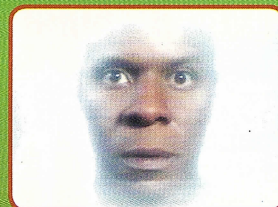
The Guide to the STAR TREK Galaxy


FILE 10

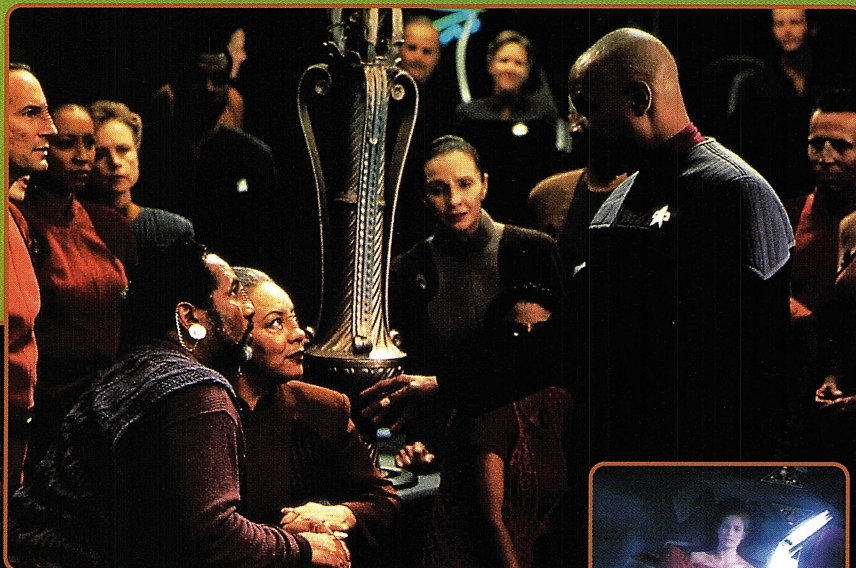
APPENDIX CARD 1





THE BAJORAN PROPHETS




 **Benjamin Sisko's appointment as the Emissary was no accident: years before, the Prophets possessed the body of a human woman named Sarah – Sisko's natural mother. Exactly why they did this is unclear.**



 **Benjamin Sisko, the Emissary of the Prophets, is an important figure to Bajorans. He is a direct link to their gods.**

 **In 2375, a momentous battle between the Prophets and the Pah-wraiths is played out between their respective emissaries in the legendary Five Caves.**

 **Orb visions, also called Orb shadows, can be intensely personal. Jadzia Dax, for example, vividly recollects her Trill joining.**

discovers a stable wormhole to the **Gamma Quadrant** in the **Denorios Belt** neighboring Bajor.

The Bajoran people believe that the wormhole is the Celestial Temple and its inhabitants are their Prophets. The wormhole had been encountered before, in 2133, by Bajoran religious leader **Kai Taluno**, but Sisko's position in



initiating **first contact** with its inhabitants sees him gifted with the honorary status of **Emissary**, an important religious figure prophesied in ancient texts.

The existence of the Prophets has not been a completely benign one. Bajoran texts, and contact with the wormhole aliens, indicates that at some point in the past a conflict ensued over the stewardship of

Bajor. Apparently unable to resolve their differences, the Prophets expelled the dissenters among them, forcibly ejecting them out of the wormhole and their realm of non-linear time, and then exiling them to the Bajoran **Fire Caves**. These outcasts were feared as false gods by the Bajorans, and became known as the **Pah-wraiths**. The Pah-wraiths have the ability to take over the bodies of humanoid life forms, as do the Prophets; one of their number once possessed the body of a human woman, who then used the mortal vessel to give birth to Benjamin Sisko, an event it seems they planned deliberately.

Final battle

The most fraught chapter in the existence of these immutable beings is played out in the final months of 2375, directly after the end of hostilities in the war with the Dominion. In the years from 2369 to this date, the Emissary encounters the Prophets many times. He is often at odds with their edicts and demands, yet always seems to find himself moving along the path on which they are guiding him.

Sisko is forced to face his ultimate destiny as the Prophets' chosen one in 2375. At the Fire Caves, the Emissary comes face to face with the pawn of the Pah-wraiths, **Gul Dukat**, and defeats him on behalf of the wormhole aliens. As to Sisko's final fate, his apparent ascension to become one with these beings leaves many questions unanswered, although it is clear that the Prophets intend to remain a part of Bajor's future for a long time to come.


BLASPHEMOUS TEACHINGS

Culture clash


In 2371, Keiko O'Brien's teaching methods on board *Deep Space Nine* are called into question by a prominent Bajoran religious leader, Vedek Winn. The fundamentalist vedek interrupts a school lesson on the discovery and science of the Bajoran wormhole; she believes such subject matter is blasphemous and that secular opinions should not be taught in a class which




includes Bajoran children. Keiko finds Winn's accusations ridiculous. As a scientist and a non-Bajoran, she perceives the wormhole as a simple space phenomenon and its inhabitants as aliens – nothing more. This incident serves to demonstrate the faith that many Bajorans hold in their gods; Winn refuses to accept that the wormhole is anything other than the Celestial Temple and its inhabitants her people's Prophets. The Bajorans also believe that Commander Sisko did not discover the wormhole by accident, but was drawn to it. In truth, the secular and religious viewpoints both appear to have some merit.

 **Keiko O'Brien's school class on board DEEP SPACE NINE is interrupted by Vedek Winn. She accuses Keiko of blaspheming against the Bajoran religion.**



 **Bajorans are a very religious race. They are taught about the Prophets and the ancient texts from a young age.**

 **Keiko is horrified when her school on board DEEP SPACE NINE is bombed. Religious fanatics are accused of the crime.**





NAME:

U.S.S. DEFIANT NX-74205

BRIEFING:

SYSTEMS LOCATIONS

FACILITY:

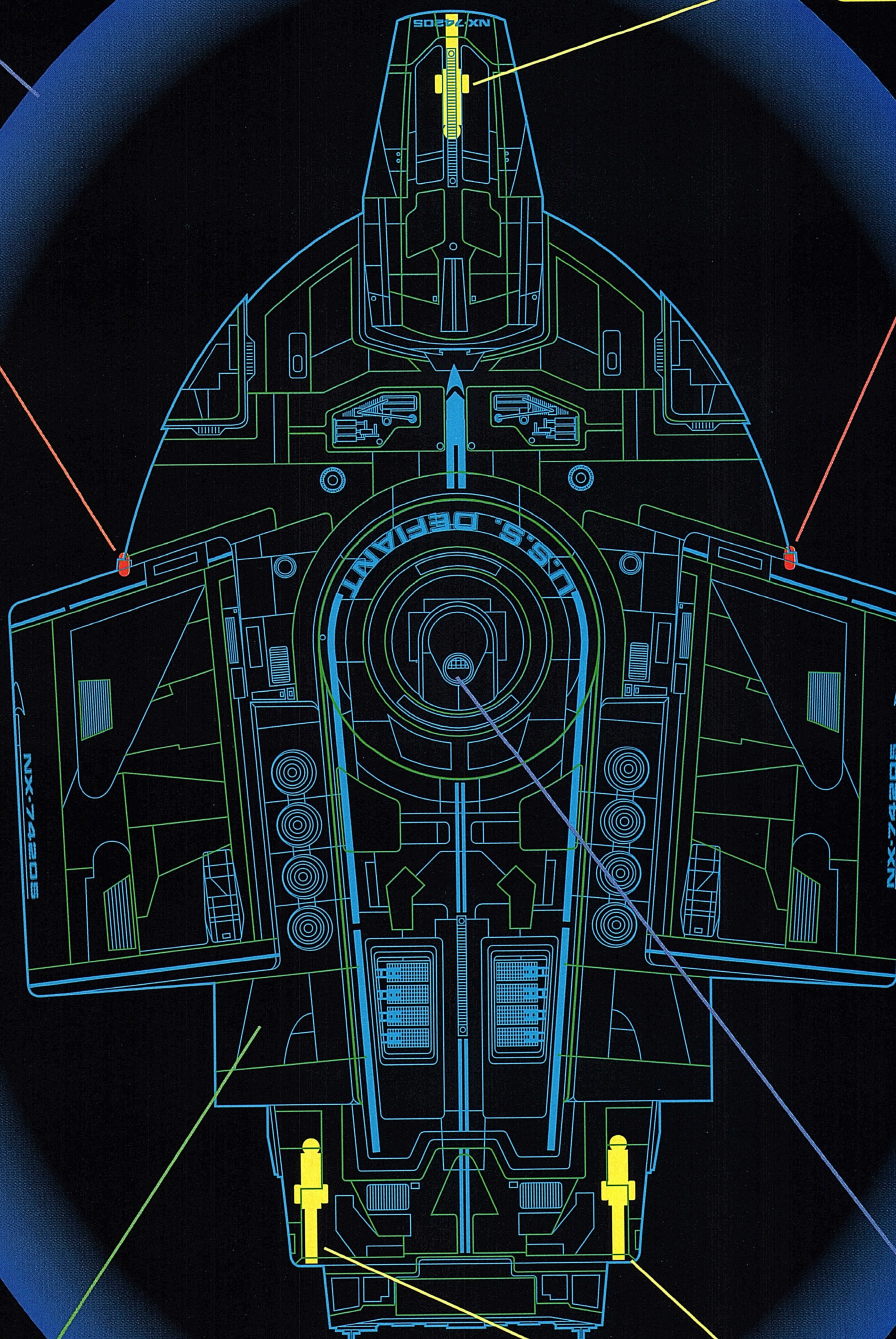
WEAPONS & DEFENSIVE SYSTEMS

The U.S.S. DEFIANT features enhanced shielding that complements its equally advanced weapons systems.

Pulse phaser cannons can literally punch a hole through the shields of an enemy vessel.

Quantum torpedoes are devastating weapons, with a destructive explosive yield of 25 to 50 megatons. A cannon and two magazines are located at the front of the ship.

Pulse phaser cannons are located on Deck 1, to the front of the port and starboard phaser charging coils. An additional set are situated on Deck 4, port and starboard.



The battleship's shielding is reinforced with ablative armor. This dissipates the destructive force of an offensive weapon.

Quantum torpedo launchers are also situated at the rear of the vessel.

The Romulans loan the DEFIANT a cloaking device, giving the ship an enormous tactical advantage in battle. It is controlled from a station on the main bridge.





FILE 28 U.S.S. DEFIANT NX-74205

NAME:

U.S.S. DEFIANT NX-74205

BRIEFING:

SYSTEMS LOCATIONS

FACILITY:

WEAPONS & DEFENSIVE SYSTEMS

Shields

Throughout their design history, the various starship classifications produced by **Starfleet** have always carried the latest developments in shielding. These energy fields are designed to encapsulate the vessel and protect it from external attack. Such advanced technology

provides the best defense against potential aggressors, thereby enabling Starfleet officers to safely undertake their primary duties – exploring the Galaxy and defending the **United Federation of Planets**.

The design of the **Defiant** class is no exception. The shield

configuration of this battleship is enhanced by a proportionately larger amount of power, however, a result of the volatile situations it is expected to enter.

▶ **The U.S.S. DEFIANT's shields even withstand a sustained attack from an EXCELSIOR-class starship.**



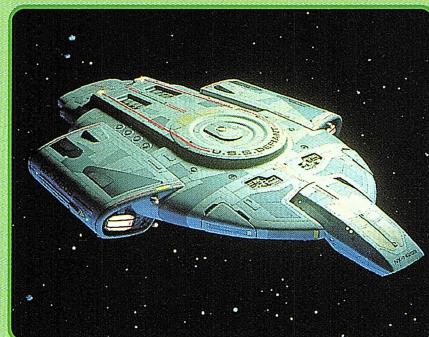
Ablative Armor

The **U.S.S. Defiant NX-74205** utilizes ablative armor, a technique that incorporates a secondary layer underneath the primary energy shield. The concept is simple and highly effective: if weapons fire overwhelms the vessel's primary shielding, the secondary protective skin is designed to vaporize and detach from the

surface of the ship. This action causes the destructive energy of the detonation to dissipate away from the interior of the vessel. It can be repeated if an attacker hits different parts of the ship, giving the **Defiant** a great advantage in battle, as it is able to withstand considerable punishment. An experienced captain will use the **Defiant's**

speed and maneuverability to prevent an attacker from continually hitting the same area, although even six direct hits to one armored area still leaves the ship's systems virtually undamaged.

▶ **The DEFIANT is also equipped with ablative armor that enables it to withstand numerous attacks.**



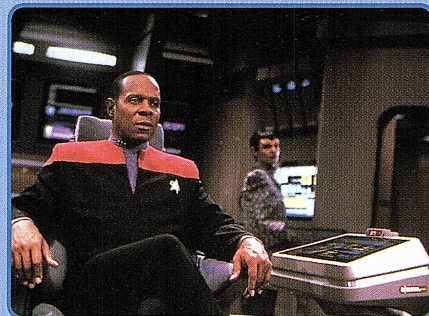
Cloaking Device

The defensive capabilities of the **U.S.S. Defiant NX-74205** are enhanced by the addition of a **Romulan cloaking device**, which gives the warship a huge tactical advantage. Controlled from a small station on the main bridge, the cloaking device renders the **Defiant** virtually invisible to sensors, although

the terms of the agreement with the Romulans forbid its use outside of the **Gamma Quadrant**. The cloaking device suffers from the same problems as those fitted on Romulan and **Klingon** ships – it has to be lowered before weapons can be used, any leakage from the ship's drive will leave a sensor trail, and

its signature can be detected with an **anti-proton** beam. To combat this, the cloak's resonance frequency can be adjusted to counteract the beam.

▶ **The Romulans loan the DEFIANT a cloaking device, but this is on the condition that the device is only used in the Gamma Quadrant.**



Quantum Torpedoes

The **U.S.S. Defiant NX-74205's** **quantum torpedo** launchers run on a separate power system from propulsion, increasing their explosive yield from 25 to 50 megatons.

The quantum torpedoes are stored in three locations, allowing the ship to fire from the front and rear. Twin launchers are located in

the bow of the ship on Deck 4, within the forward warhead section, and are fed by two magazines located behind them. The rear of the vessel is defended with a single torpedo launcher situated aft, behind the port and starboard warp coils, located again on Deck 4. Their individual magazines are situated

directly above the launchers on Deck 3. Used in conjunction with the **Defiant's** other weapons, this gives the ship a tremendous offensive capability.

▶ **The DEFIANT is equipped with quantum torpedo launchers, which are strategically positioned at the front and rear of the ship.**



Pulse Phaser Cannon

Defiant-class ships employ **pulse phaser cannons** that release phased energy in rapidly repeated short bursts. The effects on an enemy ship can be devastating, as the amount of concentrated power hitting the target from four synchronized emitters can punch through shields to the vital interior systems. The phaser

cannon is not as flexible in its frequency adjustment as a continual phaser beam, but its ability to strafe, quickly target, and fire on multiple threats certainly gives the **Defiant** class the edge in space combat.

The phaser cannons are forward-mounted in two symmetrical sets. The first couple

are located on Deck 1 to the front of the port and starboard phaser charging coils, and a further set are located to port and starboard on Deck 4.

▶ **Ships of the DEFIANT class possess pulse phaser cannons – formidable weapons that are able to punch through the shields of another ship.**



Spock's Family

Spock grew up in a rather unconventional **Vulcan** family: his mother is human, while his half-brother from his father's previous relationship is considered a dangerous rebel. Family conflict increases over the years, and Spock's decision to pursue a career in **Starfleet** goes against his father's wishes, leading to almost two decades of silence between them.

Spoock is a member of one of the most illustrious families to come from the planet **Vulcan**; his father, **Sarek**, is the son of **Skon** and grandson of **Solkar**. The family maintains impressive grounds that have been in its possession for two millennia, and is socially important enough to command the presence of such dignitaries as **T'Pol** at formal ceremonies. The family name, however, is extremely difficult for humans to pronounce — Spock's human mother claims that she herself can only just do so after years of practice.

Since before Spock was born his father has been an important ambassador, but despite what could be considered a privileged

upbringing, his family life has been far from perfect, and his relationship with his father has been particularly difficult. The root of the problems lie in Spock's mixed heritage. His mother is a human schoolteacher named **Amanda Grayson**; she was married to Sarek by 2229, and Spock was born during his father's next mating cycle. Spock is Amanda's only child, but in 2224, Sarek fathered a son named **Sybok** by a Vulcan princess; Sybok and Spock were raised as brothers, but do not appear ever to have been very close.

Radical views

Sybok held radical views that eventually alienated him from his half-brother and family. He became increasingly uncomfortable with the Vulcan way of life.

PROFILE ON SPOCK'S FAMILY

NAME: Spock

LIFE FORM: Half-human, half-Vulcan

FATHER: Sarek, a Vulcan ambassador

LIFE FORM: Vulcan

MOTHER: Amanda Grayson, a schoolteacher

LIFE FORM: Human

STEPMOTHER: Perrin

LIFE FORM: Human

HALF-BROTHER: Sybok (the son of Sarek and a Vulcan princess)

LIFE FORM: Vulcan

REMARKS: Spock's mixed heritage and stormy relationship with his father causes many problems, and he often feels like an outsider on his home planet of Vulcan. When he reaches adulthood, he chooses to make a new life for himself in Starfleet, and soon gains friends to whom he is closer than any of his family.



▲ **Sarek of Vulcan can bring peace to entire planets, but finds it far more difficult to come to terms with his half-human son. Sarek's wife, Amanda, often has to mediate between the two strong-willed men.**



★ Reunion on the U.S.S. Enterprise

When Sarek and Amanda first come aboard the U.S.S. ENTERPRISE, Captain Kirk is unaware that they are his friend's parents. The formal greeting Spock gives Sarek is the first words he has spoken to his father in 18 years.

★ Peacemaker

Amanda is upset by the stormy relationship between her son and her husband, but is also glad that Spock has found such close friends in Starfleet.

STRAINED RELATIONSHIP



★ Devoted

When Sarek's life is threatened by a heart attack, and the blood transfusion he needs from Spock places both of them in danger, Amanda is extremely worried.

Spock's Family

controlling his emotional nature and was bullied by other Vulcan children. Nonetheless, his human blood did not cut him off from Vulcan society. In 2237, he and a Vulcan girl named **T'Pring** were mentally bonded in a ceremony described as "less than a marriage but more than a betrothal," with the understanding that they would be married upon reaching adulthood. No doubt the son of such an important ambassador was seen as quite a catch by T'Pring's parents.

Rejection

When the time comes for Spock to return to Vulcan and claim his bride, however, he finds that T'Pring would rather marry another man, **Stonn**, instead. Spock seems emotionally unaffected by her rejection, and unconcerned by the breakup of their betrothal. During his time aboard the *Enterprise*, in fact, Spock seems uninterested in pursuing romantic relationships. Much later in his life **Captain Jean-Luc Picard** remarks that he met Sarek "at his son's wedding," but it is unclear whether this refers to Spock, or to another son born later.

Spock first falls out with his father when he chooses to enter **Starfleet** rather than the **Vulcan Science Academy**. He and Sarek do not speak to each other for 18

"You mean [Sybok's] your brother brother? You made that up!"

— Captain Kirk to Spock

years, and it is a rift that never completely heals. Spock keeps in contact with his mother and visits her as often as he can, but even on such visits he and his father maintain their silence. In 2267, Sarek needs a lifesaving blood transfusion from his son. Spock is reluctant even to leave his post, showing none of the selflessness that will later see him sacrifice so much more for his friends.

By 2366, Amanda has died and the longer-lived Sarek has married another human woman, named **Perrin**. Spock's relationship with his father remains strained, although at least to begin with he has a more relaxed relationship with his stepmother. Perrin describes the bad feeling as being "Not between us. Between Spock and his father." She understands their familial squabbles, but is angry when Spock chooses to attack his father publicly over their political disagreements on the **Cardassian** war, and any friendship between them is ruined. Spock has not reconciled with his father at the time of Sarek's death from **Bendii Syndrome**.



★ Mixed race

Sarek appeared to resent his son's humanity, leading to Spock's own unease over his mixed race.

Spock is capable of forming close emotional attachments; it is simply the case that he is far closer to the crew of the starships on which he serves than to those with whom he shares ties of blood.

Ties of friendship

Spock is willing to risk everything to help his former captain **Christopher Pike** regain a good quality of life following devastating injuries, and he even sacrifices his life for the crew of the **U.S.S. Enterprise NCC-1701-A**. He has no idea at the time that the **Genesis Planet's** properties will revitalize him. His decision to place



★ Cautious relationship

Sarek never really forgives Spock for choosing a career in Starfleet, but he does eventually soften and at least talks to his son. Up until Sarek's death, however, the pair often have heated arguments.

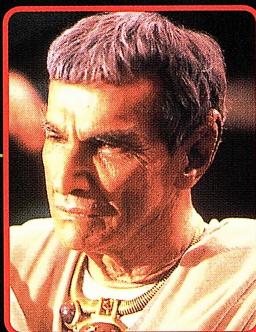
his **katra** into the mind of **Dr. Leonard McCoy** – and Sarek's certainty that his son will have passed his spirit on to one of his crewmates – demonstrates how close he is to his Starfleet friends. Spock has spent all his life torn between two cultures; he is seen as too human by other Vulcans and typically Vulcan by other humans. Starfleet becomes a substitute family through which Spock finds the contentment denied him in his home life – a fact that gives Sarek, who loves his son dearly despite their arguments, no small measure of peace.

FAMILY TREE

?

Princess

Sarek's first child, Sybok, was born to a Vulcan princess.



Sarek

Spock's father preferred the company of human women to those of his own race.



Amanda Grayson

Sarek once said that he married Amanda, a human school-teacher, because "it seemed like the logical thing to do at the time."



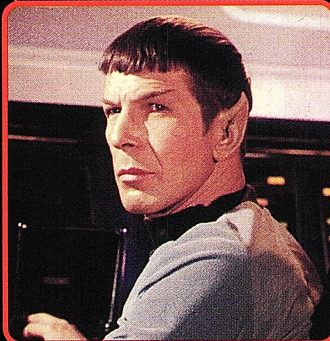
Perrin

After Amanda's death, Sarek married Perrin, another human woman. The couple lived together on Vulcan.



Sybok

Spock could not bring himself to shoot his half-brother Sybok, even though this placed his Starfleet colleagues in danger.



T'Pring

T'Pring and Spock were betrothed as children, but when they reached adulthood T'Pring rejected him for Stonn.





Ro Laren's Bajoran Heritage

The few Bajorans in Starfleet add to the diversity of traditions and beliefs on which the exploratory organization prides itself. Ro Laren takes her heritage seriously, even though she has little reason to celebrate her background.

Like so many Bajorans, Ro Laren had a punishing childhood during the Cardassian occupation of Bajor. She was raised by her father, and his presence was the one bright spot in an otherwise bleak existence. He made her feel safe, playing the Bajoran instrument known as the **belaklavion** when she was very young and afraid of monsters underneath her bed. He told her that the klavion had special powers – monsters were afraid of it, and would disappear when they heard it. The young girl was never afraid to go to sleep when listening to this music.

Ro eventually realized, however, that even her

father could not make all the monsters go away. At the age of seven she was given a piece of sugar candy by one of her homeworld's Cardassian oppressors and led into a room where her father was sitting. The Cardassian interrogated and tortured him to death as the young child watched. Ro felt ashamed of her beloved father as he begged for mercy; she was ashamed of being Bajoran. Those feelings, misguided though they were, have stayed with her.

Runaway

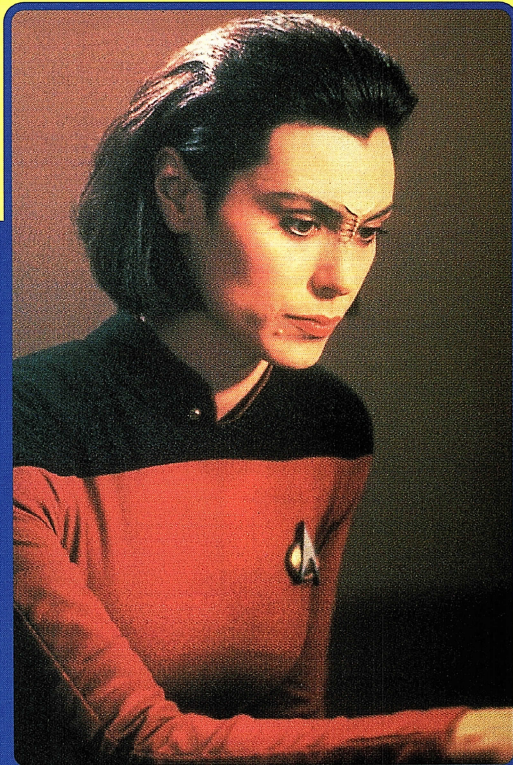
As an adult with no other family, Ro Laren felt that her people had become lost and defeated pariahs, outcasts on every world.

PROFILE OF A BAJORAN

TRAUMATIC CHILDHOOD: Ro Laren grew up under the oppression of the Cardassian occupation. As a child of seven she was forced to watch as her father was tortured to death.

REJECTING HER HERITAGE: As a young, headstrong woman, Ro is ashamed of her people's refugee status and runs away to join Starfleet.

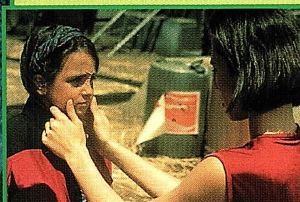
BAJORAN STARFLEET OFFICER: Ro Laren eventually accepts that she cannot escape her Bajoran heritage and, despite her successful tour of duty aboard the *U.S.S. Enterprise NCC-1701-D*, she defects to the Maquis.



▲ The Cardassian oppression of Bajor helps to forge Ro Laren's powerful personality. The headstrong woman refuses to allow her life to be controlled by external forces – be they Cardassian, Bajoran, or Starfleet regulations. Nevertheless, her first loyalty is always to her homeworld.



★ **Friendly advice**
Guinan, the bartender of the *U.S.S. ENTERPRISE*, was also a refugee. She persuades Ro to trust Captain Picard.



★ **Painful reminder**
The poverty of Bajoran refugees reminds Ro of their unpleasant childhood. She gives a young child her Starfleet tunic.

She refused to accept this, and ran away from the refugee camp where she spent her childhood, no longer willing to live the squalid life she was expected to accept. Ro thinks of her childhood as long and depressing, and she was glad when it was finally over.

Strong personality

Nevertheless, the many traumatic experiences she endured molded Ro Laren into a headstrong person with her own set of ethics. She acts compulsively, working on her own authority, and pursues what she wants in her personal life. She says that she sometimes feels like everyone is pulling her strings, as if she has no control, but the *U.S.S.*

Enterprise NCC-1701-D bartender, Guinan, assures her that is the way life can be for people who have lost their homes.

Ro's volatile nature sometimes gets her into serious trouble, but it also catches the eye of influential people such as Jean-Luc Picard, captain of the *Enterprise*.

The fact that Ro left the Bajorans to join Starfleet has put some distance between her and her people. She sympathizes with the Bajoran rebels, however, calling them desperate people ready to martyr themselves, and she also shares their desire for action rather than talk.

The Bajoran Starfleet officer remains familiar with the public figures among her race. Ro

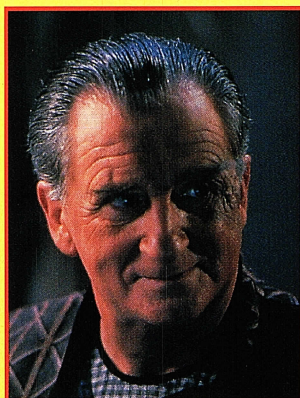


REFUGEE RO

★ **Second chances**
Captain Picard allows Ensign Ro a second chance to make something of her Starfleet career.



Ro Laren's Bajoran Heritage



★ Murdered

The Maquis leader Macias reminds Ro of her father, and she is deeply upset by his murder.



★ Hard choices

In 2370, Ro is sent on a mission to infiltrate a Maquis cell. The ensign is torn between her Starfleet duty and her heritage.

knows that the leader **Jaz Holza** holds no real influence – he is merely the token Bajoran that respectable Federation citizens invite to their symposiums and gatherings. Instead she holds more respect for **Keeve Falor**, who oversees a Bajoran settlement on **Valo II**.

Proud heritage

Upon meeting Ro, Falor expresses surprise that she is still familiar with Bajoran customs and explicitly addresses her as “ensign,” but Ro has not turned her back on her heritage. She refuses to be ashamed any longer of her background, and will not disavow Bajoran traditions. For instance, Captain Picard addresses Ro as Ensign Laren when they first meet, not realizing that Bajoran custom places the family's name first, the individual's second. Ro explains spikily that some Bajorans accept the distortion of their names in order to assimilate, but she does not. The ensign also wears a Bajoran earring – a practice that is not permitted under Starfleet's dress code. She is initially ordered to remove it by **Commander William T. Riker**, but earns the right to wear it as a condition of her serving aboard the *Enterprise*. The custom is evidently important to her.

The hard knocks of her childhood give Ro the motivation and drive to make a success of advanced tactical training in Starfleet – once Captain Picard has helped redeem the ensign's reputation and fashion her

character during her duty aboard the *Enterprise*. Completing this class is no mean feat, as half the students fail to complete it every year.

The new lieutenant gets the opportunity to repay Picard's trust with a crucial mission to infiltrate a **Maquis** resistance cell in late 2370, even though it means indirectly helping the Cardassians – the race that tortured her father and subjugated her people and homeland.

Even at this stage of her life,

“I don't want to be ashamed of my heritage any longer, captain. I serve the Federation, but I am Bajoran.”

— Ro Laren comes to terms with her past

Ro finds that her background is a compelling and powerful force, influencing her decisions. In the Maquis leader **Macias** she finds a figure who reminds her very much of her father, and when he is murdered in a brutal sneak attack by the Cardassians, her loyalty to her heritage comes rushing to the fore.

Switching sides

Ro betrays Starfleet, choosing to remain with the Maquis and taking up arms for the cause of another subjugated people. She says that it has been a long time since she felt like she really belonged somewhere – and the young Bajoran perhaps finds a means of expressing herself, as well as a resolution to the sense of disenfranchisement she felt as a child.

★ Defector

Placing herself among the rebel Maquis proves too much for Ro, and she decides to join their cause.



RO IN THE AFTERLIFE

Presumed dead

In late 2368, a transporter malfunction involving a Romulan interphase generator renders Ro Laren and Lt. Commander Geordi La Forge invisible and intangible. Ro believes the fact that she and Geordi can still see each other and their former colleagues, even though they have no corporeal existence, means they have become “borhyas” – the Bajoran term for ghosts or spirits.

Ro is nevertheless a little shocked to find herself in what appears to be the afterlife. She was raised with Bajoran beliefs, but she never really placed much credence on a further existence or religious customs, believing it was all just superstition passed on to children.



▲ Saying goodbye

As a spirit, Ro believes she must say goodbye to those she knew, and so visits Captain Picard.

◀ Test of faith

The apparent confirmation of Bajoran beliefs leaves Ro feeling arrogant for discounting them. Ro's feelings toward these customs once the scientific nature of the situation is revealed are not made clear.

Damar: Hero of the Resistance

Legate Damar is loyal to his planet and people but is better suited to being led than leading others. As his power is gradually taken from him by the **Dominion**, however, this once ineffectual puppet leader of the **Cardassian Union** becomes the head of a daring resistance movement, and the unlikely savior of his people.

Damar becomes **Cardassian** leader in 2373 when his predecessor, **Gul Dukat**, loses his sanity and is captured by the **Federation**. For Damar, the actual title of leader is more important than the duties that go with it. He believes that power should have its privileges, and spends most of his time drinking and womanizing instead of actively taking part in the affairs of his planet and the war with the Federation.

Seduced by power

This indulgence blinds Damar to the fact that he is deliberately excluded from any plans that are made by the **Dominion**. It is only when the **Breen** also join with this dangerous **Gamma Quadrant** power – a development Damar is completely unaware of until the last moment – that he realizes events are spiraling out of his control.

Damar is alarmed when he is told to sign a treaty with the Breen without having had a chance to read it. His doubts continue to fester as he is told to channel all his military

recommendations through the Breen commander, **Thot Gor**.

The animosity between Damar and **Weyoun** is great, and the Cardassian is later overjoyed when the **Vorta** is killed by **Lt. Commander Worf**. Damar claims that overconfidence is a trademark of the Weyouns, yet he too is a victim of this trait; he boasts that Worf should have killed him instead – for there is only one Damar.

The true test of Damar's leadership comes when he learns that the **Dominion** have casually allowed the deaths of half a million Cardassians as part of their war strategy. Damar's initial reaction is to reach for the comfort of the bottle, but he catches sight of himself in the mirror and throws the drink away in disgust. The would-be leader finally realizes that he must take responsibility for the future of Cardassia.

The rebellion begins

Damar's first act of rebellion against the **Dominion** is to free Worf and **Ezri Dax**. He sends them back to the Federation with a message – they now have an ally on

PROFILE ON A REBEL LEADER

CURRENT STATUS: Deceased

FAMILY: A wife and son [deceased]

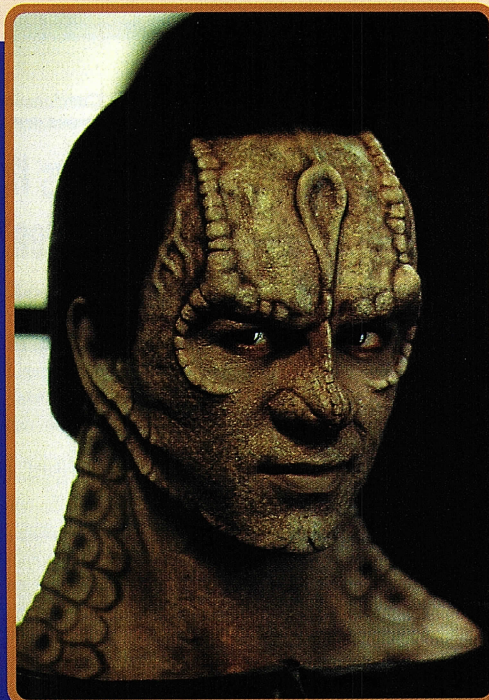
ADDICTION: Damar's initial tenure as a leader fails miserably. He becomes more dependant on intoxicants as the **Dominion** strip his people of power.

FORMER ENEMIES: The Klingons, Bajorans, and the United Federation of Planets.

LAST HELD POSITION: Leader of the Cardassian resistance movement.

LEGACY: Damar becomes a living legend in the eyes of the Cardassian people, and gives his life in the fight to free them from the **Dominion**.

LAST SEEN: 'What You Leave Behind' Part I [DS9]



▲ Damar is used as a mere puppet by the **Dominion**, but he rebels and takes control of the future of Cardassia. In his dying moments, Damar finally defines himself as a true leader.

Cardassia. Retaking control of his own actions helps Damar to win back his confidence. He taunts the new Weyoun over the loss of the Federation prisoners, and informs the Breen that they will be as expendable to the **Dominion** as the

★ Blinded by power

Legate Damar initially wastes his power, preferring to indulge in drinking and womanizing. He is later disgusted by his behavior.

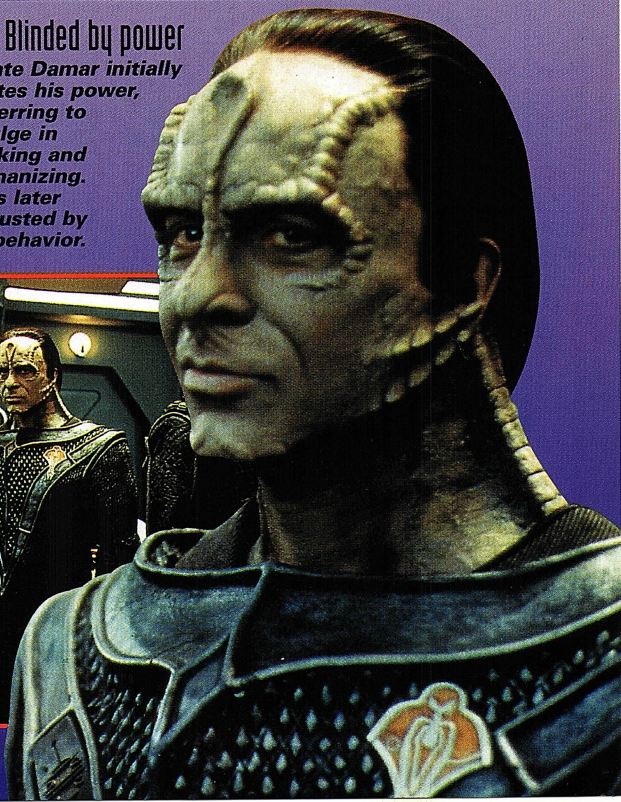
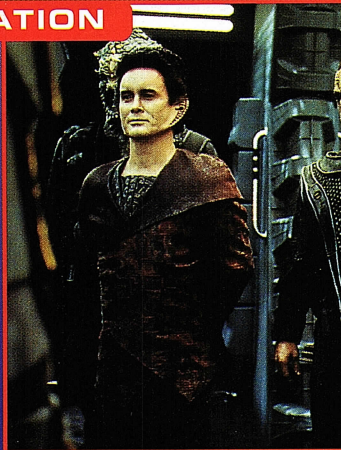
GRADUAL REALIZATION

★ Unlikely leader

In his early days as a legate, Damar is better at following than leading, but is happy to have the elevated prestige his position brings.

★ Left out

Damar is angered when Weyoun leaves him out of tactical decisions.



Damar: Hero of the Resistance



★ Man of the people

As rebel leader, Damar rallies the Cardassians to fight against their Dominion oppressors.

"What kind of state tolerates the murder of innocent women and children?"
— Damar

Cardassians, should they too fall out of favor.

Damar now sees that the people of Cardassia have become servants in their own homes. They were once a race of conquerors, but Damar now rules a defeated and invaded world. They have become the conquered without even a shot being fired.

Setting up a secret base, the rebel leader begins to amass a following of troops loyal to his cause, and their first act is to destroy the cloning facility on **Rondac III** – a target deliberately chosen by Damar, as it is the site where the Weyouns are cloned. Damar also sends a rallying broadcast to his people, urging them to resist until they are free.

Enemies and allies

During these hard times, Damar emerges as a wise leader, who accepts that he must seek help from wherever he can, even from his former enemies. He makes contact with **Starfleet**, who dispatch a **Bajoran**, **Colonel Kira Nerys** to assist him with the setting up of the Cardassian resistance. Damar is uneasy with this decision, but is aware that

hating Kira is a luxury he can no longer afford. He is initially against some of the more radical ideas the colonel brings, but soon learns that she is more experienced in rebel activities than he is.

Tragic loss

En route to steal the **Breen energy disrupter**, events take a personally tragic turn for Damar when he discovers that the Dominion have tracked down and executed his wife and son. Kira makes him realize that Cardassia is now an occupied world, just as **Bajor** once was. After hearing this, Damar learns to put the greater good of Cardassia above his personal feelings. This is demonstrated when the operation to capture the Breen energy disrupter takes too long. Damar's subordinate, **Rusot** blames Kira and is about to shoot her when he is instead shot by Damar. Damar reasons that despite the fact that Rusot was his friend, Kira is more important to Cardassia's survival.

Later, when attempting to meet with more Cardassian defectors, Damar finds himself in the middle of a massacre – a

★ Humbled leader

Damar, the once-powerful leader of Cardassia, is reduced to taking refuge in a dank cellar.



betrayal instigated by fellow officer **Gul Revok**. It is a hard lesson for Damar, one that teaches him that not all Cardassians are loyal to their people and their world.

Damar is faced with another setback when he hears Weyoun broadcast to the populace that 18 rebellion bases have been destroyed. It is even claimed that Damar has been killed when his ship was shot down by the Dominion. The loss of so many of his people hits Damar hard and he slips into depression. It is only when he hears that the people of Cardassia refuse to believe in his

death that the rebel leader feels inspired to fight on.

Damar's next act is to blow up a **Jem'Hadar** barracks in the capital. It is not long before word spreads, and Damar has the working populace sabotaging the Dominion's power, communications, and transport facilities throughout Cardassia.

Death of a hero

Swept up in his own success, Damar regains his confidence, but this also leads to his demise. Kira suggests that they storm the Dominion headquarters, but as Damar's rebel forces arrive outside the complex, they are greeted by the sight of the new Cardassian leader, **Broca**, being executed by Jem'Hadar soldiers. Without thinking, Damar rushes out of hiding and starts firing, only to be ruthlessly cut down by the enemies' weapons. In an instant this brave new leader is gone.

It would seem to be a senseless death, but Damar's actions provide a way into the capital, leading to the capture of the female shape-shifter, and thus to the end of the Dominion war. There is no doubt that the people of Cardassia will keep alive the legend of Damar for centuries to come.

MALLEABLE LEADER

Influential figures

Damar's main weakness is that he is easily led. During the early stages of the Dominion war he loyally follows Gul Dukat, even when he is required to have words with the Cardassian leader's estranged daughter, Tora Ziyal. When Damar takes over from Dukat, he unthinkingly carries out the orders of the Dominion. Damar's later decision to form a resistance movement brings him under the influence of another strong ally – Colonel Kira Nerys – and indirectly leads to his death.



★ Former legate

Damar remains loyal to the former Cardassian leader, Dukat. He continues to help his friend even after Dukat falls from grace, and aids him in his insane plot to take revenge on Bajor and Benjamin Sisko.

▲ Rebel advisor

Damar learns to trust Colonel Kira's tactical advice.

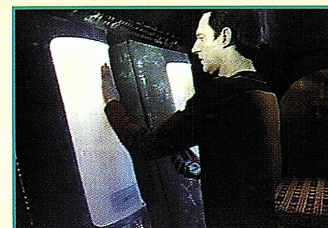
◀ Old enemies

Damar never hides his hatred for the Vorta Weyoun.



Cryonic Chambers

The end of the 20th-century saw a rise in the popularity of cryonics — the science of freezing a person shortly after death, in the hope that they can be revived and cured by future technology. Unfortunately, many occupants are lost before such knowledge becomes available.



In 2364, the U.S.S. ENTERPRISE discovers a derelict satellite. An away team is sent to investigate; they discover cryonic chambers containing frozen 20th-century humans.

The advent of the Third World War meant that many early examples of Earth's technological past were lost forever. Therefore, when any equipment from this period is discovered, the opportunity to investigate it is taken immediately.

On **Stardate 41986**, the **U.S.S. Enterprise NCC-1701-D** detects a derelict orbital vessel from late 20th-century Earth. It is a **cryosatellite**, and is doubly valuable as it not only gives an indication of spacecraft design of this period, but also of the science of cryonics, the freezing of terminally ill patients shortly after their death, so that they can be revived in the future when (and if) a cure is found for their condition.

Legal complications

The storage vessel was designed to house 12 occupants, and its well protected hull has shielded the interior from the worst of the heavy damage it has sustained over the years. At the time of its development, several cryonics companies had suffered commercially crippling lawsuits due to 'brown outs' — total power failures. In such cases, the environments keeping their clients at subzero temperatures were lost, as was all hope of recovering the occupants. This solar-powered ship was design to avoid such problems; it was supposed to stay in orbit, maintaining a minimum oxygen atmosphere and feeding continual power to the 12 refrigeration chambers set into its hold. It was not, however, intended to sustain life over a long period of time, as indicated by the absence of sophisticated monitoring equipment.

The area in which the frozen individuals are stored is reached via a small antechamber, which houses the majority of the ship's operating systems. Connecting the two rooms is a heavy-duty, double bulkhead door that is opened manually via a large handle; with protection and

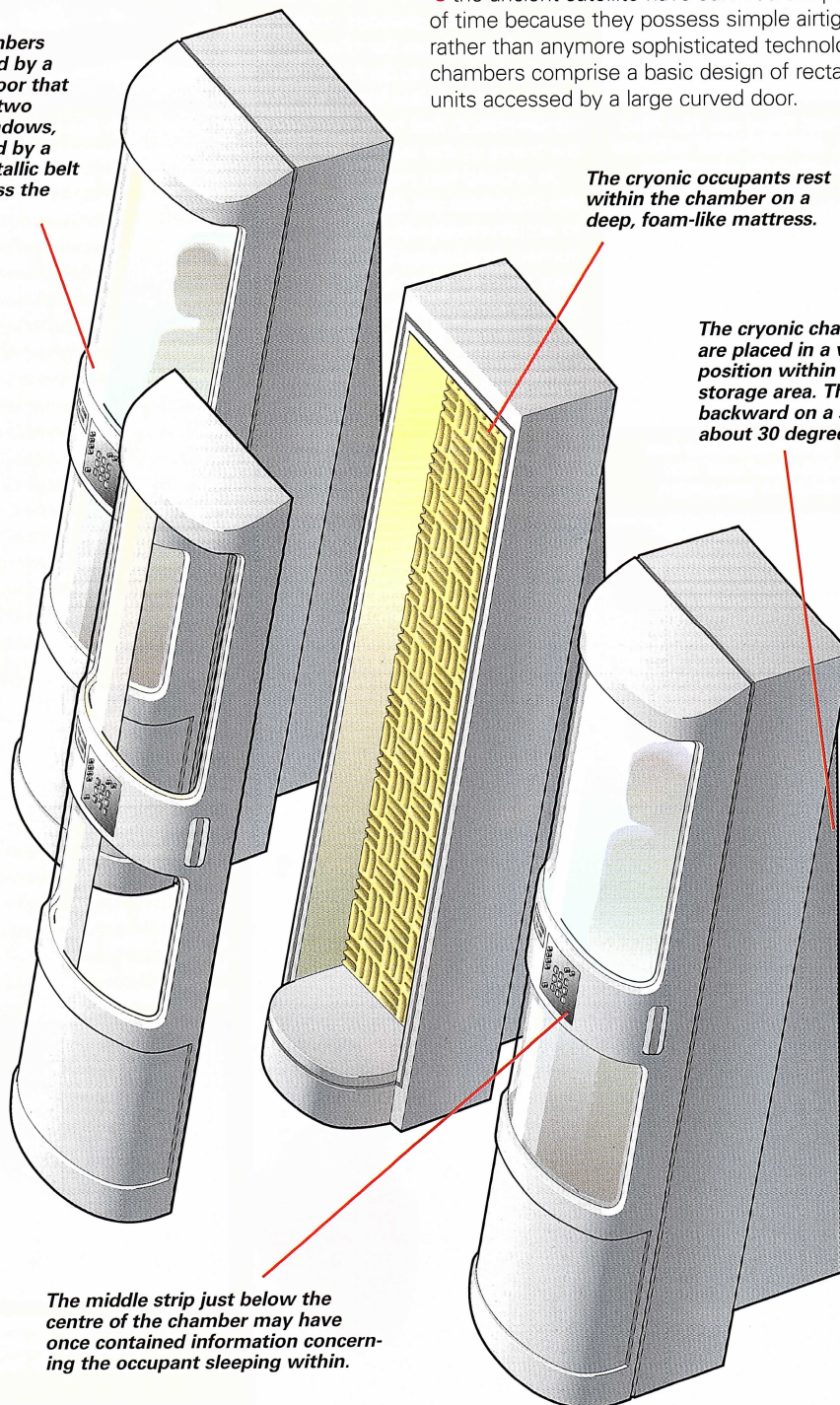
ANCIENT CHAMBERS

The chambers are sealed by a curved door that features two large windows, separated by a thick metallic belt just across the middle.

Surviving sleepers The cryonics chambers on the ancient satellite have survived the passage of time because they possess simple airtight seals, rather than anymore sophisticated technology. The chambers comprise a basic design of rectangular units accessed by a large curved door.

The cryonic occupants rest within the chamber on a deep, foam-like mattress.

The cryonic chambers are placed in a vertical position within a shared storage area. They angle backward on a slope of about 30 degrees.



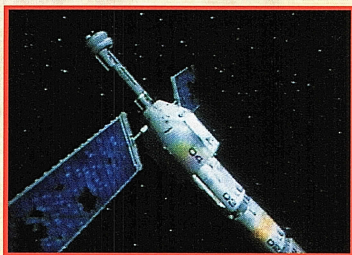
The middle strip just below the centre of the chamber may have once contained information concerning the occupant sleeping within.



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Cryonic Chambers



▲ The 20th-century cryonics chambers are located on a frozen ancient satellite.



▲ Data and Worf are the first U.S.S. ENTERPRISE officers to view the cryonic chambers.



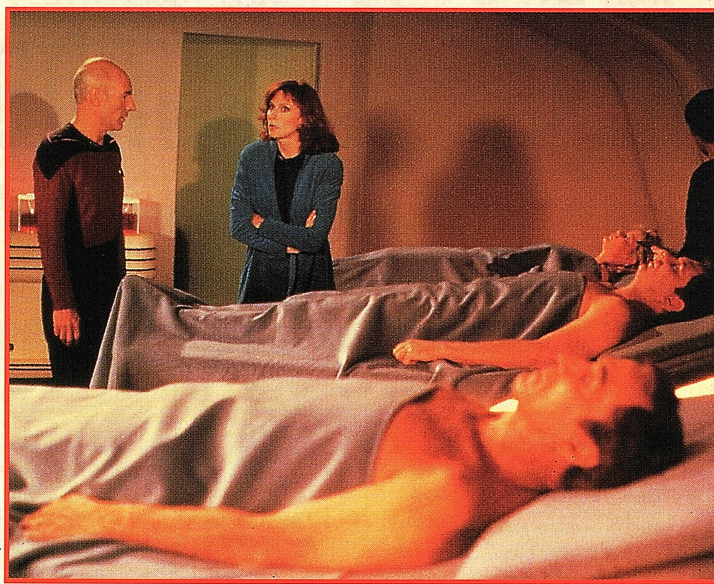
▲ Much of the satellite has been damaged and few systems remain in operation.

redundancy in mind, the storage hold can operate even if the onboard computer has ceased to function. The double doors, which have their own airtight seal, swing open to reveal a long, narrow section with curved upper walls finishing in a flat grille running the entire length of the hold, through which the dim primary lighting shines down. Six white colored storage crypts line each wall facing one another. They are separated into two sections of six units by a low curved bulkhead.

The chambers slope away from the metal walkway on which they rest at an angle of around 30 degrees. White gaseous coolant issues from above the chambers and floats down to deck level; this may be responsible for the heavy condensation that has formed on the fronts of the storage units.

At around two meters in length, the chambers are deep enough to accommodate an average-sized human, and have a thick, curved door made up of two large viewing hatches separated by a thick metallic band. Even with a thick layer of ice, the interior illumination of the pods glows out and adds to the light within the hold, which

▼ Counselor Troi helps one of the cryonic occupants to trace her descendants on Earth.



▲ The three surviving 20th-century 'sleepers' are taken to the ENTERPRISE sickbay to be revived. They will no doubt find it hard to adjust to life in the 24th century.

keep their deep frozen contents in exactly the same condition as when they were originally placed into stasis, which is of credit to their designers. Standing the chambers upright makes financial sense, as more separate units can be placed into a relatively small area; the occupants simply stand within the units, their heads tilted up slightly toward the soft yellow light set into the ceiling of the chamber body.

Future revival

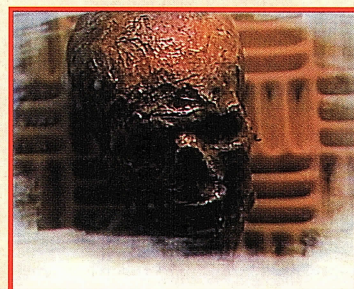
With no visible means of restraint, the only support comes from a deep foam-like material that covers the back of the pod on which the patients rest in their preserved state. This design feature reinforces the concept behind the chamber's design and the entire point of cryonics: to simply store the bodies, not to form part of the eventual revival process. This, it was hoped, would be undertaken by future scientists equipped to cure the occupants.

Airtight preservation

The chambers may have survived the loss of the main computer and severe damage to the ship because they are designed to be completely airtight. As such, if the seal between the door and the chamber body is broken, the occupants will deteriorate in a similar fashion to a normal corpse. If the seal is maintained, these units can



▲ Three of the occupants of the cryonic chambers survive the damage to the ship.



▲ If the airtight seal of a cryonic chamber is broken, the body inside will decay.





FILE 77 STAR TREK VI: THE UNDISCOVERED COUNTRY

STAR TREK VI: THE UNDISCOVERED COUNTRY

Part 3 Events spin wildly out of control when Captain James T. Kirk and Dr. Leonard McCoy are arrested by the Klingons. Captain Spock mounts an investigation into the tragedy of Chancellor Gorkon's murder, but will Starfleet be able to save its officers from Klingon justice?

STAR TREK VI:
THE UNDISCOVERED
COUNTRY

"We surrender ... We'll not
be the instigators of a full
scale war on the eve of
universal peace."

— Captain James T. Kirk

The Klingon starship **Kronos One** lists out of control as **Captain James T. Kirk** and his officers desperately try to unravel the chaos aboard the **U.S.S. Enterprise NCC-1701-A**. The shocked **General Chang** is raised on the viewscreen, and accuses Kirk of blatantly defying the peace they have come to arrange. He threatens retribution. Kirk insists that he is not responsible, but **Captain Spock** points out that, according to the data banks, the *Enterprise* has indeed fired twice.

Kronos One regains its gravity and helm control and comes about, ready to fire on the *Enterprise*. To the amazement of his crew, and against his instincts, Kirk orders the surrender of his starship. He and **Dr. McCoy** prepare to beam aboard the Klingon ship.

Brigadier Kerla meets the pair, furiously asking if Kirk has lost his mind. The captain insists they have come to help, and is escorted through the bloodied vessel to **Chancellor Gorkon's** side. The ship's surgeon was killed in the attack, so McCoy offers to treat Gorkon. The devastated **Azetbur** allows him to do so.

The doctor finds a pulse and orders the chancellor moved to a table top, but he is unfamiliar with Klingon anatomy. Watched by the suspicious Kerla and Chang, McCoy does the best he can, but Gorkon goes into some kind of arrest. Working frantically, the doctor manages to bring the chancellor back to consciousness, but Gorkon has only enough strength to utter his final words to Kirk: "Don't let it end this way."

Murder suspects

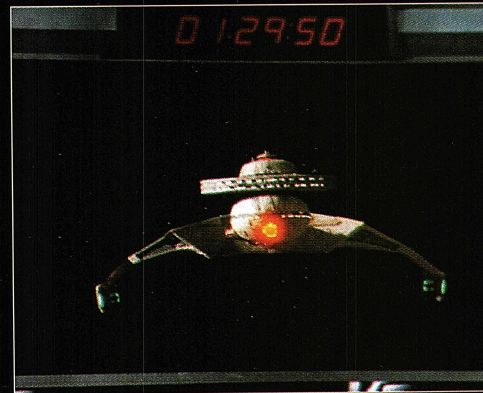
The chancellor of the **Klingon High Council** is dead. Under **Article 184** of interstellar law, Chang places Kirk and McCoy under arrest on the charge of assassination. This news filters back to the *Enterprise*, where Spock takes charge and orders that **Starfleet Command** be notified of the situation. He explains that even if the captain and McCoy are taken back to **Qo'noS**, Starfleet will be able to follow their movements; at the moment it is imperative that they piece together the truth of the incident.

At **Starfleet Headquarters** on Earth, the Klingon ambassador spells out the precarious situation to the **Federation President** and delegates of the various

ON SCREEN...



1 On the disabled **KLINGON BATTLE CRUISER KRONOS ONE**, bodies float in zero gravity, spilling globules of Klingon blood throughout the vessel.



2 The **BATTLE CRUISER** recovers sufficiently to launch an attack on its apparent attacker, the **U.S.S. ENTERPRISE**. Surprisingly, Captain Kirk surrenders.



3 Kirk and Dr. McCoy beam over to the Klingon vessel. The ship's surgeon has been killed in the attack, so McCoy offers to treat the badly wounded **Chancellor Gorkon**.



4 Dr. McCoy tries his best, but there is little he can do to save the ailing Gorkon. With his dying breath, the Klingon chancellor begs Kirk not to let his death be the end of the peace talks he fought so hard to get started.



5 Things go from bad to worse as Kirk and McCoy are accused of murdering Gorkon and led away in handcuffs. They are to be formally charged with his assassination.



6 On the **ENTERPRISE**, Spock calmly takes control. He realizes that proving his friends' innocence is more important than a rash counterattack that could lead to war.



STAR TREK VI: THE UNDISCOVERED COUNTRY Part 3

powers. The chancellor has been assassinated on a mission of peace, and the Klingon Empire expects the Federation to abide by the articles of interstellar law. Kirk and McCoy must stand trial. The President says there will be a full investigation but appeals to **Ambassador Sarek**, who is also present, for some recourse to extradition. Unfortunately, Sarek finds he must confirm the legality of the Klingon actions, despite his personal stake in the proceedings. The President reluctantly acquiesces.

Representatives of Starfleet Command – namely the chief of staff, **Admiral Cartwright**, and **Colonel West** – arrive to brief the President. West unveils plans for **Operation Retrieve**, which involves rescuing the hostages in 24 hours, with an acceptable rate of loss in manpower and equipment. The President believes this may lead to war, but appears to support this course of action: the **Romulan** delegate, **Nanclus**, insists there will never be a better time, while Cartwright says that the longer they wait the less accessible the hostages will be. Nevertheless, the President decrees that Kirk must stand trial.

Technical difficulties

Aboard the *Enterprise*, **Commander Uhura** receives orders from Starfleet to report back immediately, which means abandoning Kirk and McCoy. **Lt. Valeris** points out that some centuries ago on Earth, workers dissatisfied with their lot tossed their wooden shoes, known as sabots, into the machinery – hence the word sabotage. Primed by this advice, Uhura and **Commander Chekov** concoct the story that all backup systems are inoperative, preventing them from going anywhere.

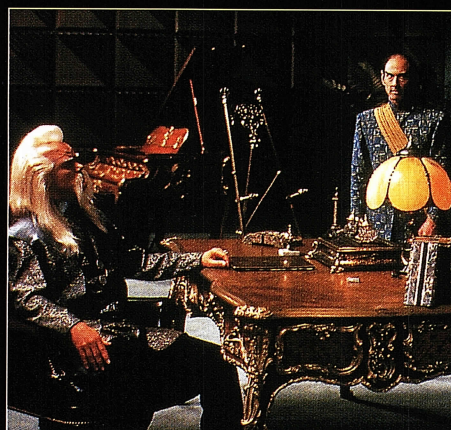
Speaking to the President over **subspace**, Azetbur confirms that she has been named chancellor in her father's place. She wants the conference to go forward, as did her father, and she will attend in one week. The Klingon Empire refuses, however, to extradite the prisoners, and will view any attempt to rescue them as an act of war. Privately Azetbur is advised to attack or become a slave to the Federation, but she holds firm, believing war is obsolete – a fate that may also befall the Klingon Empire unless the peace process is allowed to continue.

Spock's investigation also moves forward. The inventory that catalogs the ship's torpedoes disagrees with the computer record, and so each torpedo must be accounted for individually. If the

complement is correct, someone must have forged an entry in the data banks. Valeris informs Spock that Starfleet has replied to their message, but Uhura is experiencing "technical difficulties." The captain understands the situation; they have 24 hours to act.

Meanwhile, Kirk and McCoy are brought into a Klingon court, surrounded by a jeering, chanting crowd. The proceedings are translated and relayed to Starfleet Command, where everyone can see the trial for what it is: a sham, solely designed to prove Captain Kirk guilty.

ON SCREEN...



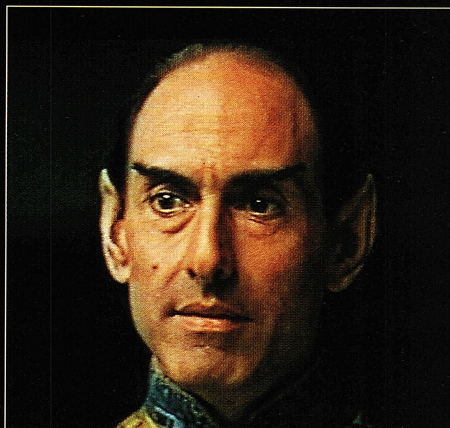
7 At Starfleet Headquarters on Earth, the Klingon ambassador and other high-ranking dignitaries hold a heated meeting with the President of the Federation.



8 Ambassador Sarek finds himself in an awkward situation. If the Klingons' claims are valid, it could lead to the death of Captain Kirk – his son's best friend.



9 Colonel West briefs the President on a daring plan to rescue the officers. He is aware that lives may be lost, but he considers the risk and cost worthwhile.



10 Romulan delegate Nanclus is all for attacking the beleaguered Klingons while their empire is weakened. The President, however, does not agree.



11 Azetbur contacts the Federation to confirm that she has succeeded her father. She makes it clear that any rescue attempt will be seen as an act of war.



12 On Qo'noS, Kirk and McCoy are put on trial. They stand on a small dias in the center of a huge courtroom, knowing they have little chance of a fair trial.

STARSHIP FACTS

A In the interests of security, the venue of the peace conference is changed from Earth to an as-yet-undisclosed neutral world.

A Spock finds Scotty's claim that Azetbur shed no tears over her father's death hardly surprising, as Klingons have no tear ducts.



CAPTAIN'S LOG

STARDATE: 46357.4

"We have rendezvoused with the *STARSHIP CAIRO* for an urgent meeting with Vice-Admiral Nechayev."

'Chain of Command' Part I

When Vice-Admiral Nechayev orders Captain Jean-Luc Picard to secretly infiltrate a Cardassian weapons base, the *U.S.S. Enterprise NCC-1701-D* gets a new commander — the efficient but abrasive Captain Edward Jellico.

Vice-Admiral Nechayev orders Captain Jean-Luc Picard, Dr. Beverly Crusher, and Lt. Worf to undertake intensive training for a secret mission. In their absence, control of the *U.S.S. Enterprise NCC-1701-D* passes to Captain Edward Jellico. His demanding command style quickly alienates members of the ship's senior crew, who are already uneasy about the rise in tension between the Cardassian Union and the Federation.

When the *Enterprise* sets off for diplomatic talks with the Cardassian Gul Lemec, Jellico makes a series of highly unpopular adjustments to routine ship procedures. At the same time, Picard reveals the details of their secret mission to Worf and Crusher en route to Celtris III: it is thought the Cardassians are manufacturing banned metagenic weapons on the planet, and their task is to find and destroy these dreadful viruses, no matter what it takes.

Brinkmanship

The *Enterprise* makes its rendezvous with Gul Lemec's *Gajor-class Cardassian Warship*, the *Reklar*, at the border between Federation and Cardassian space. Playing on his knowledge of the Cardassian psyche, Jellico angers Lemec by making him wait for more than an hour, and then takes every opportunity to intimidate and antagonize the Cardassian delegation during the heated discussions which eventually take place. Suddenly turning the tables, Lemec drops broad hints that the Cardassians have full knowledge of Picard's 'secret' mission.

On Celtris III, the three Starfleet officers make their way over inhospitable and treacherous terrain. They successfully break into a cavern in which the metagenic weapons are supposedly stored, but soon realize that the completely empty cavern is part of a carefully executed Cardassian trap. Crusher and Worf make good their escape, but Picard is captured by the Cardassians.

The captain is taken to Gul Madred, an expert in torture techniques. He offers the captain a simple choice — answer all of the Cardassian leader's questions, or die.

ON SCREEN...



1 Captain Jean-Luc Picard hands over command of the *U.S.S. ENTERPRISE* to Captain Edward Jellico, and then resumes his training for a vital covert mission.



3 In a last-ditch attempt to avoid conflict between the Cardassians and the Federation, Gul Lemec and his aides come aboard the *ENTERPRISE* for peace talks.



5 The weapons base on Celtris III turns out to be an elaborate Cardassian hoax. Dr. Crusher and Lt. Worf manage to escape the trap, but Picard is taken hostage.



2 Dr. Beverly Crusher has to shamelessly flirt with the Ferengi DaiMon Solok in order to procure the undercover team's safe passage to Celtris III.



4 Having served alongside Picard for six years, Counselor Deanna Troi and Commander William Riker find it difficult to adjust to Jellico's brash negotiating style.



6 Picard comes face-to-face with Gul Madred, a cruel Cardassian torturer who insists that his new prisoner will truthfully answer all questions put to him — or else.

STARSHIP FACTS

A Captain Jellico helped to negotiate the 2367 armistice between the Federation and the Cardassians.



'Chain of Command' Part II

Captain Jean-Luc Picard is pushed to breaking point by Gul Madred's use of mental and physical torture. At the same time, Captain Edward Jellico comes into conflict with Commander William T. Riker on the *U.S.S. Enterprise NCC-1701-D*.

CAPTAIN'S LOG

STARDATE: 46360.8

"The negotiations with the Cardassians have made little progress. I believe a military confrontation may be unavoidable ..."

— Captain Edward Jellico

Pease talks between **Captain Edward Jellico** and the **Cardassian Gul Lemec** continue on the **U.S.S. Enterprise NCC-1701-D**. At the same time, **Gul Madred** subjects his new prisoner, **Captain Jean-Luc Picard**, to a truth serum. Picard answers every question about his mission to destroy the **metagenic** weapons, but claims to know nothing about **Starfleet** preparations for a Cardassian attack. Dissatisfied with this answer, the cruel Madred subjects Picard to intense mental and physical torture.

During a subsequent meeting on the *Enterprise*, Jellico learns from Lemec that Picard has been captured by the Cardassians. The captain makes plans to pick up **Dr. Beverly Crusher** and **Lt. Worf**, although he turns down **Commander William Riker's** request to also rescue Picard. The relationship between Jellico and Riker deteriorates further when the captain also refuses to acknowledge that Picard's mission was sanctioned by Starfleet; a furious argument between the two officers ends with **Lt. Commander Data** temporarily replacing Riker as the ship's first officer.

Struggle for sanity

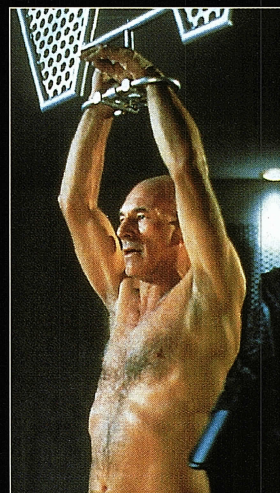
Jellico overrides the objections of his senior staff and orders the *Enterprise* to a position close to the border planet of **Minos Korva**. Despite a lack of firm proof, he is convinced that the Cardassians will begin their assault on the Federation in this area. Unaware that his capture may precipitate a war, Picard continues to struggle with Madred, calling on all his inner strength to resist the cruel Cardassian.

When Jellico devises a defensive strategy of mine laying inside Cardassian space, he has to make use of Riker's piloting expertise to carry out the plan. The captain ignores Lemec's empty threats, and threatens to detonate the minefield unless all Cardassian ships withdraw from the border, and Picard is safely returned to the *Enterprise*. The Cardassians have no choice but to agree, and a battered and bruised Picard soon regains command of his starship, much to the crew's obvious delight.

ON SCREEN...



1 Gul Madred admits he captured Jean-Luc Picard in order to learn more about Federation strategy in the event of a Cardassian attack. The captain is injected with a powerful truth serum.



2 Picard truthfully answers all the questions put to him about the mission to **Celtris III**, but Gul Madred remains unsatisfied. He contravenes the **Seldonis IV Convention** — an interstellar treaty governing the treatment of prisoners of war — and tortures the captain.



3 On the **U.S.S. ENTERPRISE**, tensions between Captain Edward Jellico and Commander Will Riker finally boil over. Jellico relieves Number One of duty and temporarily confines him to quarters.



4 In the battle of wills between Picard and Madred, the starving, exhausted captain manages to cling on to his sanity. He refuses to concur with the Cardassian torturer's version of reality.



5 Despite his hawkish demeanor, Gul Lemec wishes to avoid conflict with the Federation. He ultimately agrees to rescue Picard from Gul Madred's clutches.



6 A bruised and battered Picard returns to the bridge of the *ENTERPRISE* and resumes his command of the starship, much to the delight of his crew.

STARSHIP FACTS



After his rescue, Picard admits to Troi that he was about to agree with Madred's false version of reality.

S continued

Saltok IV

This planet in the **Demilitarized Zone** was in need of medical supplies in 2370. **Federation** ships transporting the supplies were engaged by suspicious **Cardassian** craft in the Demilitarized Zone. (*Starship Log*: 'The Maquis', Part I [DS9]) **SEE FILE 70**

saltzgadum

This substance was effective for biological containment, and could also alter the molecular structure of glass. By 2366, saltzgadum had not been used by **Starfleet** for many years. (*Starship Log*: 'Hollow Pursuits' [TNG]) **SEE FILE 69**

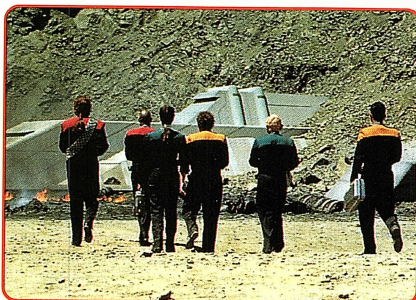
Salva II

This planet, settled by **Federation** colonists, was given to the **Cardassians** as a result of the new territorial borders negotiated by the Federation-Cardassian peace treaty of 2372. (*Starship Log*: 'For the Uniform' [DS9]) **SEE FILE 70**

salvage rights

This unwritten, Galaxywide rule states that abandoned property is legally owned by whoever takes possession of it first. In 2369, the **U.S.S. Enterprise NCC-1701-D** was claimed by a group of **Ferengi**. In 2374, **Benjamin Sisko** claimed a **Jem'Hadar Attack Ship**. The **Caatati** held the **U.S.S. Voyager NCC-74656**'s **warp core** by citing salvage rights. (*Starship Log*: 'Rascals' [TNG]; 'The Ship' [DS9]; 'Day of Honor' [VOY]) **SEE FILES 69, 70, 71**

Captain Sisko's claim of salvage rights over a crashed JEM'HADAR ATTACK SHIP helped to boost the Federation's war effort.



Samarian coral fish

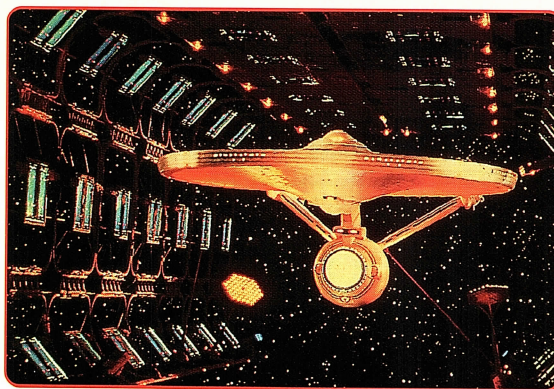
A variety of sea life with which **Guinan** was familiar. When she looked at the **FGC-47 nebula** from the window in **Ten-Forward**, Guinan remarked that its shape was similar to that of a Samarian coral fish. (*Starship Log*: 'Imaginary Friend' [TNG]) **SEE FILES 5, 69**

Samarian Sunset

This unique drink transforms from clear to orange when the glass is tapped. In 2363, **Natima Lang** gave up Samarian Sunsets when her relationship with **Quark** ended. **Data** prepared one for **Deanna Troi** in 2368. (*Starship Log*: 'Conundrum' [TNG]; 'Profit and Loss' [DS9]) **SEE FILES 69, 70**

Samno, Yeoman

This crewman served aboard the **U.S.S. Enterprise NCC-1701-A** in 2293, and, along with **Yeoman Burke**, was involved in the conspiracy to assassinate **Chancellor Gorkon**. Soon afterward, both Burke and Samno were murdered by **Lt. Valeris** in an effort to cover up the crime. (*Starship Log*: **Star Trek VI: The Undiscovered Country**) **SEE FILES 43, 77**



The U.S.S. ENTERPRISE NCC-1701 was built at the SAN FRANCISCO FLEET YARDS in 2245, and returned there for an extensive refit in 2270, following the completion of its first five-year mission.

Sampalo

The location of a rich archeological dig on **Hoek IV**. **Q** suggested that **Vash** might wish to accompany him on a to visit Sampalo, but she had seen enough of him by then and refused. (*Starship Log*: 'Q-Less' [DS9]) **SEE FILES 44, 70**

Samuels, William Patrick

This farmer lived on **Volon II**, a world which was ceded to the **Cardassians**. Samuels became a member of the **Maquis** and was responsible for the destruction of the **Bok'Nor**. In 2370, Samuels killed himself while in the custody of **Gul Evек**. (*Starship Log*: 'The Maquis', Part I [DS9]) **SEE FILE 70**

San Francisco Fleet Yards

Many starships have been constructed or repaired at this massive facility, which is located in geosynchronous orbit above the city of San Francisco on Earth. The **U.S.S. Enterprise NCC-1701** was launched from the **San Francisco Fleet Yards** in 2245, and returned in 2269 for a major refit. (*Starship Log*: **Star Trek: The Motion Picture**) **SEE FILES 20, 21, 22, 23, 26, 32, 72**

Sanchez, Dr.

This doctor served on the **U.S.S. Enterprise NCC-1701**, and performed the postmortem on a **transporter operator** who was killed near the **Kalandan outpost** in 2268. The cause of death was revealed to be cellular disruption. (*Starship Log*: 'That Which Survives' [TOS]) **SEE FILE 20, 68**

Sanction

This **Ornaran** cargo ship was commanded by **T'Jon**. Over the course of seven years, the **Sanction** made 26 **felicium** runs between **Ornara** and **Brekka**. In 2364, it was destroyed after a drive-coil failure sent it plunging into the **Brekka** atmosphere. (*Starship Log*: 'Symbiosis' [TNG]) **SEE FILE 18, 40, 69**

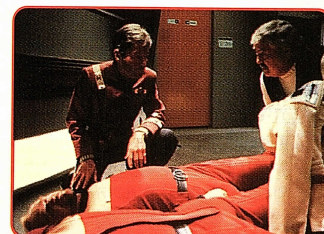


The U.S.S. ENTERPRISE NCC-1701-D first detected the SANCTION in orbit of the planet Brekka.

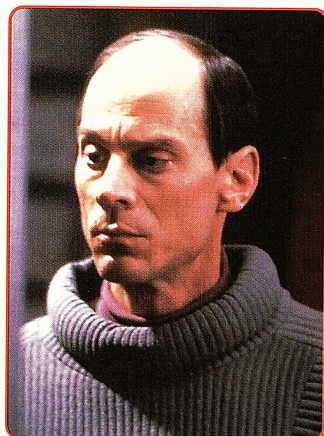
Sanctuary District

An early 21st-century Earth solution for the dilemma of how to deal with the increasing number of homeless people. Though humanitarian in concept, the program was swiftly terminated after the **Bell Riots** of 2024 made public the misery of life within District walls. (*Starship Log*: 'Past Tense', Part I [DS9]) **SEE FILE 7, 43, 70**

Saltok IV
saltzgadum
Salva II
salvage rights
Samarian coral fish
Samarian Sunset
Samno, Yeoman
Sampalo
Samuels, William Patrick
San Francisco Fleet Yards
Sanchez, Dr.
Sanction
Sanctuary District
sand bats
sand spine
Sanders, Captain
Sanders, Ensign
Sandoval
Sandoval, Elias
Sandrine
Sankur, Jal
Sanric
Santa Maria BDR-529, S.S.
Santos
Sao Paul, U.S.S.
Saowin
Sappora system
Sarajevo NCC-38529, U.S.S.
Saratoga, U.S.S.
Saratoga NCC-1937, U.S.S.



Lt. Valeris killed U.S.S. ENTERPRISE NCC-1701-A crewmen Burke and Samno using a phaser set to stun at close range, in an attempt to cover up their involvement in Chancellor Gorkon's murder.



Patrick William Samuels, a member of the Maquis, committed suicide after being captured by the Cardassians.



sand bats

This life form, native to the planet **Manark IV**, assumes the appearance of rock crystals until its prey is within reach. **Spock** used sand bats as an example of things that look harmless but are in fact deadly. (*Starship Log*: 'The Empath' [TOS]) **SEE FILE 68**

sand spine

This 12-centimeter-long needle is produced by a plant on the planet **Dozaria**. In 2372, **Dukat** unintentionally sat down on a sand spine, impaling his posterior; **Kira Nerys** had to remove the needles for him. (*Starship Log*: 'Indiscretion' [DS9]) **SEE FILE 70**

Sanders, Captain

This human male was the commanding officer of the **U.S.S. Malinche NCC-38997**. Sanders was angered when his ship was disabled by a **Maquis** device in 2373. (*Starship Log*: 'For the Uniform' [DS9]) **SEE FILES 19, 31, 70**

Sanders, Ensign

This **Starfleet** officer was an acquaintance of **Morn's** on **Deep Space Nine**. After rescuing Morn from inquisitive **Klingons** in **Quark's bar** in 2372, **Odo** told Morn that Ensign Sanders was looking for him. (*Starship Log*: 'The Way of the Warrior' [DS9]) **SEE FILE 70**

Sandoval

This female crew member from the **U.S.S. Enterprise NCC-1701-D** died in 2366, after being shot by a **disruptor** weapon. In 2368, **Commander William Riker** urged a paralyzed **Worf** not to become another lost friend like Sandoval and **Tasha Yar**. (*Starship Log*: 'Ethics' [TNG]) **SEE FILE 69**

Sandoval, Elias

The leader of an agricultural expedition to the planet **Omicron Ceti III** in 2264. Native spores shielded Sandoval and a number of his fellow team members from deadly **berthold** radiation, but at the cost of their independent thought. Sandoval was freed from the spores' influence in 2267. (*Starship Log*: 'This Side of Paradise' [TOS]) **SEE FILES 7, 68**

▶ **Elias Sandoval was protected from the effect of deadly berthold rays on Omicron Ceti III by spores which were released from large, non-indigenous plants.**



Sandrine

The earthy proprietress of **Chez Sandrine**, in **Marseilles, France**, in the late 2360's. Sandrine enjoyed tending bar and flirting with her patrons – she had a special fondness for **Tom Paris**. Paris's **Chez Sandrine holodeck** representation included a recreation of Sandrine. (*Starship Log*: 'The Cloud' [VOY]) **SEE FILES 43, 71**

Sankur, Jal

This **Kazon** male organized the unification of his people's sects in an effort to overthrow their **Trabe** slave masters in 2346. The Kazon union was successful, if short-lived, but Sankur's feat remained an inspiration to the Kazon. (*Starship Log*: 'Maneuvers' [VOY]) **SEE FILES 18, 71**

Sanric

This **Enaran** female **Regressive** was scheduled for resettlement on the same day as **Dathan Alaris**, **Korenn Mirell's** lover. Sanric was frightened, but Mirell comforted her. 'Resettlement' actually resulted in the genocide of the Regressive people. (*Starship Log*: 'Remember' [VOY]) **SEE FILES 18, 71**

Santa Maria BDR-529, S.S.

This **Erewon**-class personnel carrier was transporting **Alixus** and her followers in 2360, when a life-support failure forced it to land on the planet **Orellius**. Alixus had in fact sabotaged the *Santa Maria* in an effort to realize her dream of setting up a colony free of technological intrusions. (*Starship Log*: 'Paradise' [DS9]) **SEE FILES 4, 70**

Santos

This **Maquis** resistance fighter lived on the planet **Ronara**, in the **Demilitarized Zone**. In 2370, he befriended **Ro Laren** and verified her credentials through his contacts at **Starfleet Headquarters**. Santos later led an operation to attack a **Yridian** convoy. (*Starship Log*: 'Preemptive Strike' [TNG]) **SEE FILES 18, 69**

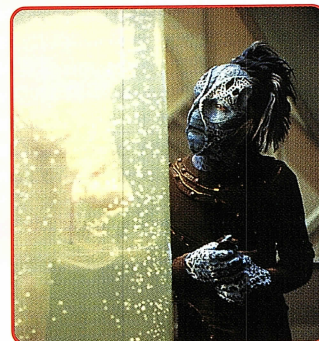
Sao Paulo, U.S.S.

This **Defiant**-class starship was dispatched to **Deep Space Nine** as a replacement for the **U.S.S. Defiant NX-74205**, which was destroyed by a **Breen** energy weapon in 2375. **Captain Benjamin Sisko** was given special dispensation to rename the *Sao Paulo* the **U.S.S. Defiant**, prior to the battle that saved the **Alpha Quadrant** from the **Dominion**. (*Starship Log*: 'The Dogs of War' [DS9]) **SEE FILE 70**

Saowin

This **Delta Quadrant** being tried to renegotiate his deal with **Kurros** after the **Think Tank** saved his planet from intense earthquakes. Saowin relented after Kurros threatened his world with total destruction. (*Starship Log*: 'Think Tank' [VOY]) **SEE FILE 71**

▶ **Saowin was notably ill at ease upon entering the Think Tank's vessel, and stumbled into the group's temporal physics expert.**



Sappora system

This star system is the location of the **New Sydney** colony. **Ezri Dax's** family, the **Tigans**, live on New Sydney, as did **Morica Bilby** until her death at the hands of **Norvo Tigan**. (*Starship Log*: 'Prodigal Daughter' [DS9]) **SEE FILES 43, 70**

Sarajevo NCC-38529, U.S.S.

This **Istanbul**-class vessel was presumed lost with all hands, along with the **U.S.S. Proxima** and **U.S.S. Maryland**, in the **Dominion**-held **Gamma Quadrant**. (*Starship Log*: 'In Purgatory's Shadow' [DS9]) **SEE FILES 31, 70**

Saratoga, U.S.S.

The latest starship to bear the name **Saratoga** docked at **Deep Space Nine** in 2374. Its arrival prompted **Jadzia Dax** to throw a party. (*Starship Log*: 'Wrongs Darker Than Death or Night' [DS9]) **SEE FILES 31, 70**

Saratoga NCC-1937, U.S.S.

This **Miranda**-class starship was disabled and left adrift by the alien probe that later disrupted technological systems and atmospheric conditions in the vicinity of the planet Earth, in 2286. (*Starship Log*: **Star Trek IV: The Voyage Home**) **SEE FILES 31, 75**

▶ **The MIRANDA-class U.S.S. SARATOGA NCC-1937 experienced a shipwide power loss after coming into contact with a mysterious alien probe.**



S continued

Saratoga NCC-31911, U.S.S.

Benjamin Sisko served as first officer aboard this *Miranda*-class starship in the 2360's. The *Saratoga* was destroyed by the **Borg** at the **Battle of Wolf 359** in 2367, although Sisko and his son, **Jake**, managed to flee aboard an escape pod. Sisko's wife, **Jennifer**, perished prior to the ship's destruction. (*Starship Log*: 'Emissary' [DS9]) **SEE FILES 31, 43, 70**



The U.S.S. SARATOGA NCC-31911 was destroyed by the Borg at the Battle of Wolf 359, moments after Benjamin Sisko escaped from the ship.

Sarda, Miss

In 2369, Sarda signed a **dabo** girl employment contract with **Quark's bar**. The agreement contained a clause regarding sexual favors for the bar owner, which **Benjamin Sisko** said could be ignored. (*Starship Log*: 'Captive Pursuit' [DS9]) **SEE FILE 70**

Sarek

This revered **Vulcan** ambassador, voice of reason, and peacemaker, served the **United Federation of Planets** for many years during the 23rd and 24th centuries. Sarek was often to be found advising the Federation President on matters of concern in the late 23rd century. He died of **Bendii Syndrome** in 2368, two years after completing his final negotiations with the **Legarans**. Sarek was the father of **Spock**, and despite their profound disagreements and lengthy periods of estrangement, was proud of his son's achievements. The Federation starship **U.S.S. Sarek** was named in his honor. (*Starship Log*: 'Journey to Babel' [TOS]; 'Sarek' [TNG]) **SEE FILES 45, 68, 69, 71, 74, 75, 76, 77**

Sarek, U.S.S.

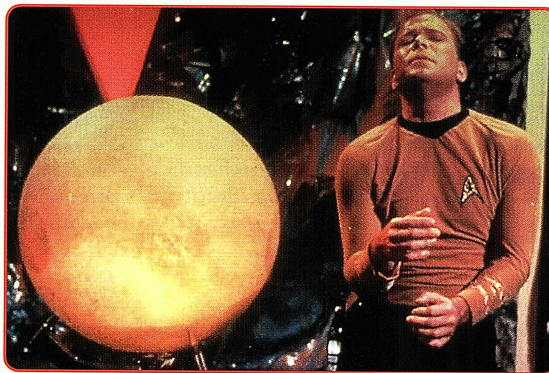
This starship, named in honor of **Ambassador Sarek** of **Vulcan**, joined the fleet of vessels that successfully reclaimed **Deep Space Nine** from the **Dominion** in 2374. (*Starship Log*: 'Sacrifice of Angels' [DS9]) **SEE FILES 31, 70**

Sargon

The thoughts of this being, who was a planetary leader, were placed in a sphere located in an underground chamber after a war virtually destroyed his world. Sargon scanned space for corporeal assistance for 500,000 years. When the **U.S.S. Enterprise NCC-1701** was detected in 2268, Sargon, his wife **Thalassa**, and enemy **Henoch** asked to use the bodies of *Enterprise* crew members while they constructed android forms for themselves. Henoch could not lay to rest his old hatred, however, and Sargon and Thalassa departed the *Enterprise* in their noncorporeal state. (*Starship Log*: 'Return to Tomorrow' [TOS]) **SEE FILES 18, 68**

Sarish Rez

This **Bajoran** man worked for **First Minister Shakaar** in 2372. Sarish Rez knew how to use politics to support Shakaar's agenda. (*Starship Log*: 'Crossfire' [DS9]) **SEE FILE 70**



Sargon returned to corporeal existence in 2268 when he 'borrowed' the physical body of Captain James. T. Kirk.

sarium

This substance is associated with facilities fabricated by the **Vostigye**, a **Delta Quadrant** civilization. When the Vostigye failed to contact the **U.S.S. Voyager NCC-74656** as anticipated, sensor readings of sarium indicated that their ship had been destroyed. (*Starship Log*: 'Real Life' [VOY]) **SEE FILE 71**

Sarjenka

In 2365, this young female living on the planet **Drema IV** transmitted a radio signal asking if anyone was "out there." This message caught the attention of **Data**, who began a radio correspondence with Sarjenka despite it being a violation of the **Prime Directive**. Sarjenka's friendship with Data ultimately saved her world from being destroyed by geological disturbances. (*Starship Log*: 'Pen Pals' [TNG]) **SEE FILES 58, 69**

Sarjeno

A sibling of the **Bajoran dabo girl** **Mardah**, who **Jake** dated in 2371. Sarjeno and Mardah had not spoken in years. (*Starship Log*: 'The Abandoned' [DS9]) **SEE FILE 70**

sark, Klingon

This species of horse, from the **Klingon** homeworld **Qo'noS**, is included in **Jean-Luc Picard's Equestrian Adventure holodeck** program aboard the **U.S.S. Enterprise NCC-1701-D**. (*Starship Log*: 'Pen Pals' [TNG]) **SEE FILES 25, 69**

Sarona VIII

This **Alpha Quadrant** planet featured shore leave facilities that included the **Blue Parrot Café**. The **U.S.S. Enterprise NCC-1701-D** was headed for Sarona VIII in 2364, but was diverted to **Vandor IV**. (*Starship Log*: 'We'll Always Have Paris' [TNG]) **SEE FILES 3, 69**

Sarpedion V

This **Cardassian**-controlled, heavily fortified planet was headquarters for the entire **12th Order** in 2375. **Gowron's** reckless decision to attack Sarpedion V triggered a challenge from **Worf** which resulted in Gowron's death. (*Starship Log*: 'Tacking into the Wind' [DS9]) **SEE FILE 70**

Sarpeidon

This planet in the **Beta Niobe** system was destroyed in 2269. Sarpeidon's inhabitants knew of their impending doom, so they built a time-traveling machine, the **atavachron**, and used it to escape into their planet's past. (*Starship Log*: 'All Our Yesterdays' [TOS]) **SEE FILES 18, 66, 68**

Saratoga NCC-31911, U.S.S.

Sarda, Miss

Sarek

Sarek, U.S.S.

Sargon

Sarish Rez

sarium

Sarjenka

Sarjeno

sark, Klingon

Sarona VIII

Sarpedion V

Sarpeidon

Sarek the Fearless

Sarhong V

'Satan's Robot Conquers the World'

Satarrans

SATCOM 47

Satelk, Captain

Satie, Judge Aaron

Satie, Admiral Norah

Satler

Satok, Security Minister

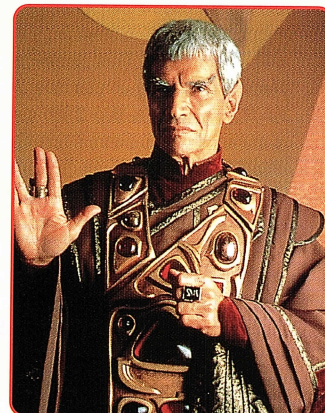
Saturn

saucer module

Saurian brandy

Savar, Admiral

Sayana



Ambassador Sarek was a noted ambassador during the 23rd and 24th centuries, and was responsible for negotiating many treaties on behalf of the Federation.



Spock and Dr. McCoy passed through the atavachron into the planet Sarpeidon's ice age.



Sarpek the Fearless

This legendary **Klingon** discovered the **Knife of Kirom** while tracking down his lost **targ**. Many discoveries in Klingon history are chalked up to happenstance. (*Starship Log*: 'Barge of the Dead' [VOY]) **SEE FILE 71**

Sarthong V

This planet is known for its fascinating archeological sites. **Sarthongians** have a zero-tolerance policy against intruders. **Vash** considered Sarthong V as her next stop after leaving **Risa**. (*Starship Log*: 'Captain's Holiday' [TNG]) **SEE FILES 44, 69**

'Satan's Robot Conquers the World'



The title of a black and white **Captain Proton** serial adventure featuring a cylindrical mechanical being with world domination on its vacuum tubes. (*Starship Log*: 'Night' [VOY]) **SEE FILES 56, 71**

▶ The **EMH** aboard the **U.S.S. VOYAGER NCC-74656** was annoyed when **Tom Paris's** holodeck adventure, '**Satan's Robot Conquers the World**', began to run over into time he had intended to use to practice his opera skills.

Satarrans

Commander Kieran MacDuff, who infiltrated the **U.S.S. Enterprise NCC-1701-D** in 2368, belonged to this species. The Satarrans schemed to have MacDuff coerce the *Enterprise* crew into destroying their long-time enemies, the **Lysians**. (*Starship Log*: 'Cohundrum' [TNG]) **SEE FILES 40, 58, 69**

SATCOM 47

This satellite communications device was owned by **Henry Starling** in the late 20th century. **Dunbar** communicated with SATCOM 47 via the 29th-century **Federation Timeship Aeon** to locate and retrieve Starling from the sickbay of the **U.S.S. Voyager NCC-74656**. (*Starship Log*: 'Future's End', Part II [VOY]) **SEE FILE 71**

Satelk, Captain

This **Vulcan Starfleet** officer was stationed at **Starfleet Academy** in San Francisco. Satelk oversaw the hearing that investigated the Academy Flight Range accident in 2368. (*Starship Log*: 'The First Duty' [TNG]) **SEE FILES 8, 19, 69**

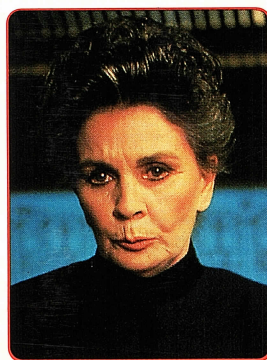
Satie, Judge Aaron

The civil liberty decisions of this distinguished judge were required reading at **Starfleet Academy**. Aaron Satie was the father of **Admiral Norah Satie**. (*Starship Log*: 'The Drumhead' [TNG]) **SEE FILE 69**

Satie, Admiral Norah

This **Starfleet** officer issued **Jean-Luc Picard** with his orders to assume command of the **U.S.S. Enterprise NCC-1701-D** in 2364. Later that same year, Satie was involved in uncovering a conspiracy by parasitic aliens to take over the **Federation**. Following her subsequent retirement, Satie's skills as an investigator were occasionally called upon. In 2367, she conducted what should have been a simple investigation aboard the *Enterprise*, which unfortunately escalated into a witch hunt. (*Starship Log*: 'The Drumhead' [TNG]) **SEE FILES 19, 69**

▶ **Satie** was brought out of retirement to investigate a possible case of sabotage on the **U.S.S. ENTERPRISE**.



Satler

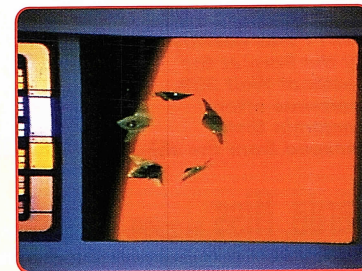
This mercenary was involved in helping **Kiros** steal **trilithium resin** from the **U.S.S. Enterprise NCC-1701-D** while it was in drydock at the **Remmler Array** in 2369. Satler was disintegrated by a **baryon sweep**. (*Starship Log*: 'Starship Mine' [TNG]) **SEE FILE 69**

Satok, Security Minister

This **Vulcan** was the first officer of the **V'Shar**, Vulcan's planetary security division. In 2370, Satok's assurance that no Vulcan was working undercover with mercenaries helped to expose a plot by Vulcan Isolationists. (*Starship Log*: 'Gambit', Part II [TNG]) **SEE FILES 8, 69**

Saturn

Colonel Shaun Geoffrey Christopher led the first manned mission to Saturn, a **Class-J** planet located in the Sol system. Many years later, **Starfleet Academy** used an area around Saturn for its Academy Flight Range. A **NavCon satellite** continuously monitors flights within this sphere of influence. NavCon file 6-379 recorded the Academy Flight Range accident in 2368, when five cadets attempted to execute the outlawed maneuver known as the **Kolvoord Starburst**. (*Starship Log*: 'Tomorrow is Yesterday' [TOS]; 'The First Duty' [TNG]) **SEE FILES 68, 69**



▶ **Nova Squadron** attempted to perform the **Kolvoord Starburst** in orbit of Saturn, at the cost of one member's life.

saucer module

Another name for a Federation starship's circular primary hull. The saucer module is also known as the saucer section. The **U.S.S. Enterprise NCC-1701** saucer section could detach from the secondary hull in extreme emergencies, but was unable to reconnect. **Galaxy-class** starship saucer modules were designed to be able to disconnect and reconnect innumerable times during flight. (*Starship Log*: 'The Apple' [TOS]; 'Encounter at Farpoint' [TNG]) **SEE FILES 19, 20, 25, 68, 69**

Saurian brandy

This popular beverage is distilled from fermented fruit and is frequently served at **Federation** receptions. **Jean-Luc Picard** traded a bottle of Saurian brandy for a **Gorlan prayer stick** in 2370. It was **Benjamin Sisko's** favorite drink. (*Starship Log*: 'The Enemy Within' [TOS]; 'Bloodlines' [TNG]; 'The Wire' [DS9]) **SEE FILES 68, 69, 70**

▶ **Saurian brandy** is contained in a distinctively shaped bottle, which is immediately recognized throughout the **Alpha Quadrant**.



Savar, Admiral

This high-ranking **Vulcan** officer was assigned to **Starfleet Headquarters** in San Francisco in 2364. Savar was a victim of the parasitic aliens who nearly seized control of **Starfleet Command**. (*Starship Log*: 'Conspiracy' [TNG]) **SEE FILES 8, 19, 69**

Sayana

This young woman lived on the planet **Gamma Trianguli VI** and served **Vaal**. In 2267, Sayana witnessed **Ensign Chekov** and **Yeoman Landon** kissing; this act inspired Sayana and **Makora** to learn that there was more to life than worshipping **Vaal**. (*Starship Log*: 'The Apple' [TOS]) **SEE FILES 18, 58, 68**